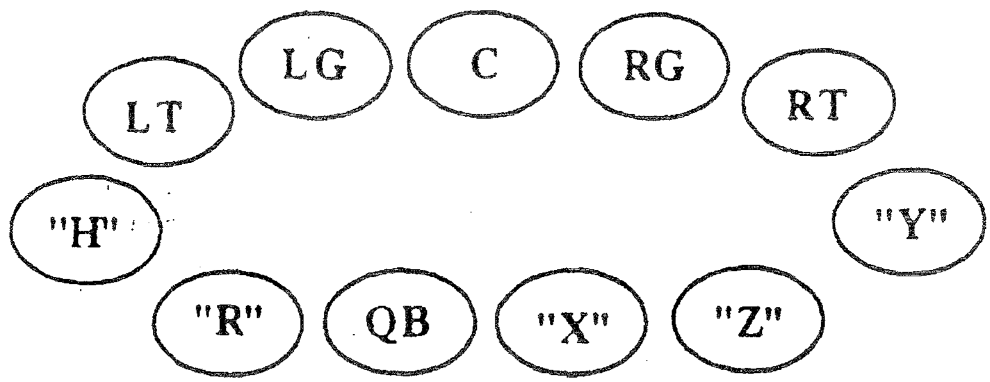
ST. LOUIS RAMS

OFFENSE



V. GENERAL OFFENSE

A. HUDDLE



1. ALIGNMENT

   a. **Front 5** -- Center and guards back parallel to L.O.S. Tackles turned in at approximate 45-degree angle! Good squared up position -- eyes on QB!

   b. **Backline** -- Align in corresponding gaps created by the Front 5 -- good squared u position!

   c. **Y and H** -- Close out huddle facing each other -- hands on knees -- good squarec up position -- eyes on QB!

2. PROCEDURE

   a. **Center** -- Set huddle -- 7 yards deep directly behind the football!

   b. **Quarterback** -- steps into the huddle and calls the formation -- movement, if any - play and starting count!

3. POINTS OF EMPHASIS: A clock located in each end zone and in full view of the players **will be** started on the referee's signal prior to each play designating 25/40 second **clock**!

   a. QB must constantly be aware of the amount of time remaining on the 25/40 seconc clock!

   b. Huddle discipline is of importance as this is where every successful play begins.

   c. Get in and out of the huddle as quickly as possible as we only have 25/40 second: between each play.

B. Method of Calling the Play and Starting Counts

1. NORMAL METHOD

a. QB will call the play in the following manner:

1) Deployment -- if any!
2) Formation and direction
3) Movement -- if any!
4) The play
5) The starting count

b. Example of Huddle Call:

1) Trips right
2) Whiz
3) 24 Belly
4) On Two; (X & Z leave huddle), QB repeats cadence
5) Ready, Break

C. Starting Count/Cadence

Note: Linemen will break huddle and get in a 3-point stance unless QB calls **up**; signifying that the play will start with the line in an up position.

1. SNAP COUNT

a. Set - Go
b. Color Number, Color Number
c. Hut, Hut, Hut, Hut

2. CADENCE POSSIBILITIES

a. Set -- 1st sound or sound up (line up).
b. Go -- on Go or Go up (line up).
c. Blue -- Color or Color up (line up).
d. Hut -- on one (Rhythmical).
e. Hut, **Hut** -- on two (Rhythmical).
f. Hut, "Hut", Hut -- on three (Hard count, non-rhythmical).
g. Hut, Hut, "Hut", Hut -- on four (Hard count, non-rhythmical.

3. SIMPLE CADENCE ON TWO

a. Set - Go
b. Blue 48, Blue 48
c. Hut, Hut

4. <u>DOUBLE CADENCE</u>

a. Double count will be called in the huddle. Brown will be the double color.
   1. Double Count can be used to draw the defense offsides.
   2. It can also be used in our movement game to disguise a shift.
   3. Opportunity for QB to define defense.

b. After the double cadence is called in the huddle, the QB will go through the entire cadence using the color and hard count. The QB starts the real count by using the colors again.

c. Ball will always be snapped on two.

   Example of a double cadence:

   Set Go
   Brown 48, Brown 48
   Hut, "<u>Hut</u>", Hut
   Blue 30, Blue 30
   Hut, Hut

5. <u>CHECK SYSTEM</u>

a. Check With Me (CWM)

   Grouping of two or more plays in order to attack the defense in its most vulnerable area. The plays will be given in the huddle as a check with me and the play to be run will be given at the L.O.S.

   1) When using check with me, the snap count will always be on two.
   2) The live play will be called after the color or number. It will be repeated twice.
   3) Huddle procedure when using check with me
      a) Two Runs:
         (1) Huddle call: I Right Slot
             Check with me 22 Delta/25 Bob
             On two

   Example #1 QB LOS "Set Go" Green 30 (to RT) Green 30
   "Hut, Hut" (cadence will be on two)

   Green tells direction of play, if QB wanted to go left he would have called :
   Yellow (any digit), Yellow (any digit)
   Hut, Hut
   We could also use other codes to determine Lt or Rt (even-odd, even number & odd number).
   Double cadence can be used in this situation.

g. Firm Call -- Ex: (Firm 28 Outside on two)

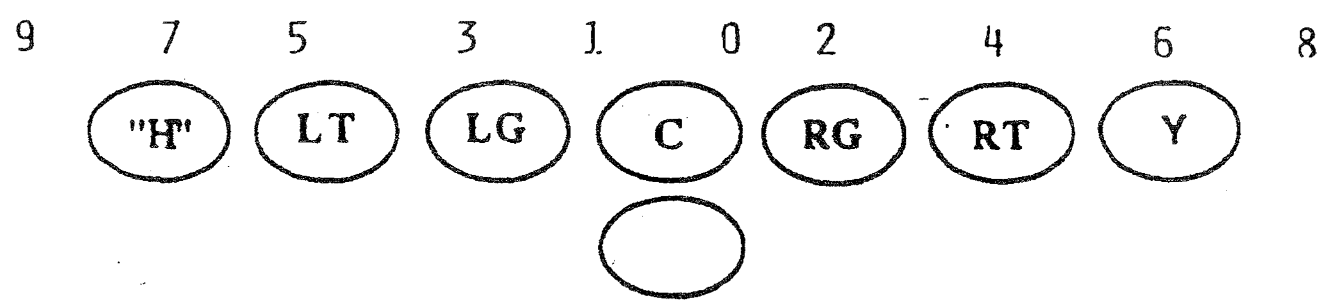
1) Want to use live color and act like we are checking
2) Once count starts all colors are dead
3) Use hold, holdd if check is necessary.

h. Stay Call -- Stay 26 Power on two

1) QB cannot check out of play.

D. Hole Numbering System

We will number our holes according to the points of attack with **EVEN** numbers going to the **RIGHT** and **ODD** numbers going to the **LEFT**. The placement of backs or the spreading of Wide Receivers will have no effect on the points of attack.



1. A play hitting wide to the right will be an 8 hole play; over the butt of the **Tight End** will be a 6 hole play; over the **Right Tackle** will be a 4 hole play; and over the **Right Guard** will be a 2 hole play. **Odd Numbers** are always on the **left side** -- they are exactly the same as discussed above for the right side!

2. 01 - which is the 0 and 1 holes are directly over the center box!

3. We will **have** a variety of different blocking schemes and backfield actions for attacking each **hole**. Each play will have a descriptive word added to designate the backfield action.

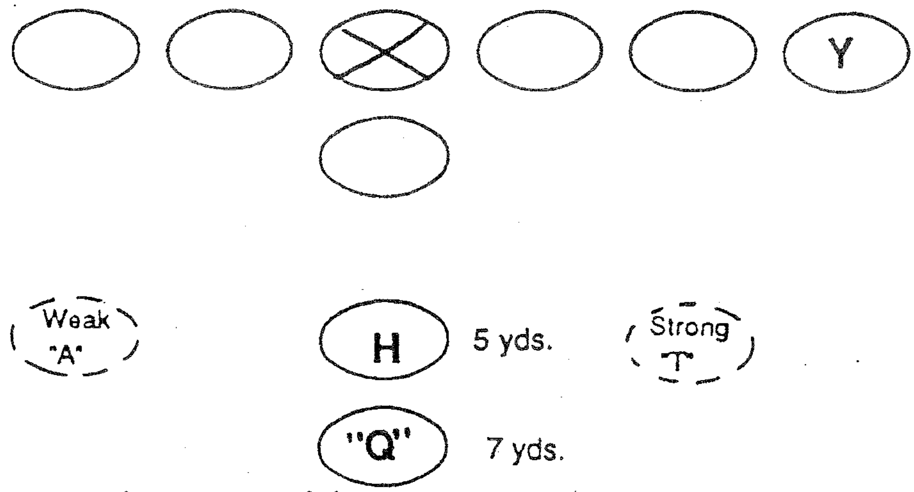
4. We **will not** flip-flop our interior offensive line. However, other personnel such as Y, H, R, X, and Z will align according to formation call and movement!

E. NUMBERING OF BACKS

QB is #1
R is #2 regardless of set
H is #3 regardless of set

E. Splits and Alignment: (Line up)

Basic I-Back Set



In order for our offense to be successful, there are certain "Little Things" that must be adhered to by our offensive football team.

1. Must have a perfect **LINE-UP!** (Alignment)

2. Take proper **SPLITS** -- STRETCH OUR OPPONENTS DEFENSES!

This will take concentration on each individual's part and a lot of "pride" in doing things the **right** way!

1. LINE UP: (ALIGNMENT)

   a. Offensive Line

      1) The Front Six (Center-Guards-Tackles-Tight End) will take their stance immediately upon reaching the L.O.S.

      2) **Guards** will be responsible for setting the line-up of the Front Six.

   b. "R" Alignments

      Line up directly behind the QB with your feet 7 yards from the back tip of the ball. This is referred to as the"Q" position. Certain plays will require you to align in a "A/T" position. The "A/T" position -- whether **weak** or **strong** -- is splitting the inside leg of the offensive tackle -- depth may vary according to play, but basically will be 5 yards from the back tip of the ball.

b. "Alert" -- allows the QB to call a pass and a run in the huddle with the final decision being made at the L.O.S.

1) Huddle call
Flex Right Alert 28 Outside on two (Blue 4 is automatic pass)

2) L.O.S. call
Set-Go Blue 4, Blue 4
S-Lug 484 is the play

c. Audibles

Are used to get the offense out of a bad play or to put the offense into a good play. We will use live colors to check out of a play:

1) Numbers are preceded by a live color
2) Live color is Purple
3) All audibles are on two
4) The live word indicates Blitz and can relate to protection.

d. Hold, Holdd, Holddd
If a quick count is being used Set, Go, or Color and the QB wants to check a play he uses the word hold, Holddd. He should say the word slow and draw it out so as not to draw the offense offsides. The count will automatically go to two and QB can change the play.

e. Zero, Zero, Zero
The QB can use these words at any time within the count. To indicate that the defense has left an eligible receiver open. The snap count will simply be "set go" following this command.

f. Mayday, Mayday
The QB can use this command if he is running short of time and he has a shift or a motion to take place. Mayday-Mayday tells the shifting or motioning players to line up in position they were going to move. The snap count will automatically convert to **set-go**.

Disguising Our Audible System

Example #2:

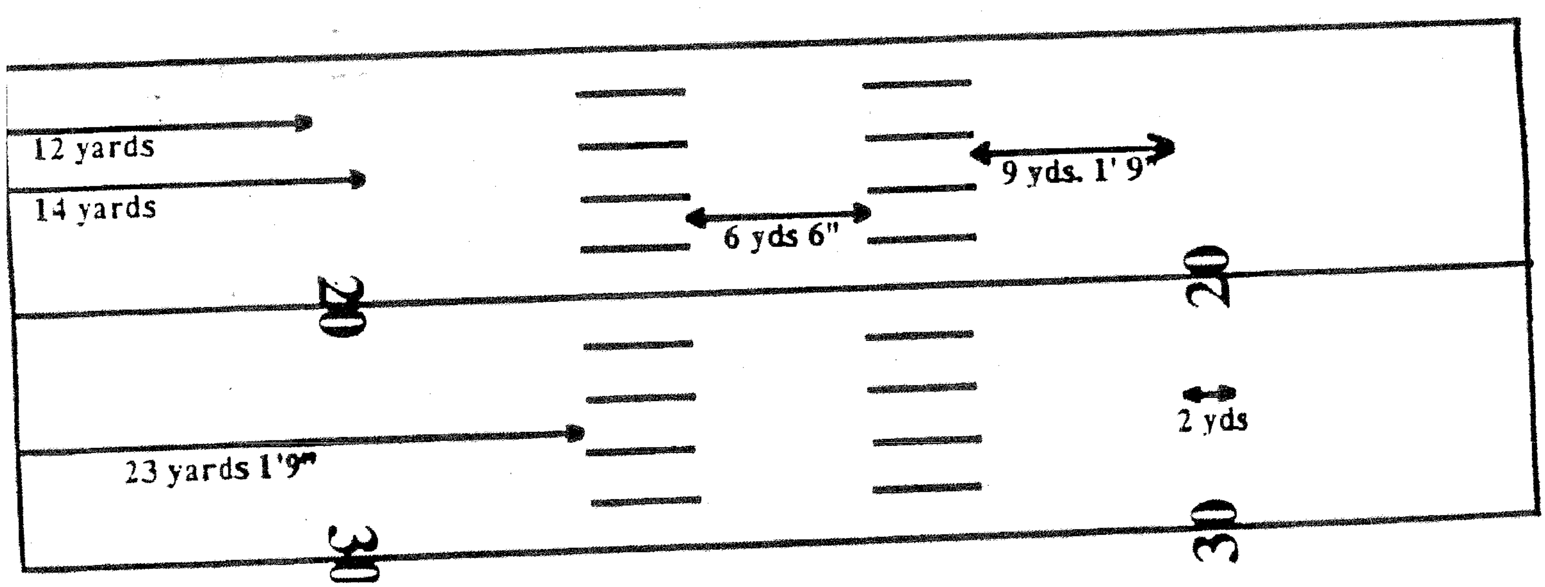
To keep the defense honest with regards to our audible system, we will employ a dummy audible system. By utilizing the word **Firm**, which means that the play called in the huddle is the play that we will run, and the audible at the LOS will just be a Dummy audible and therefore, disregard it.

F.

Field Dimensions

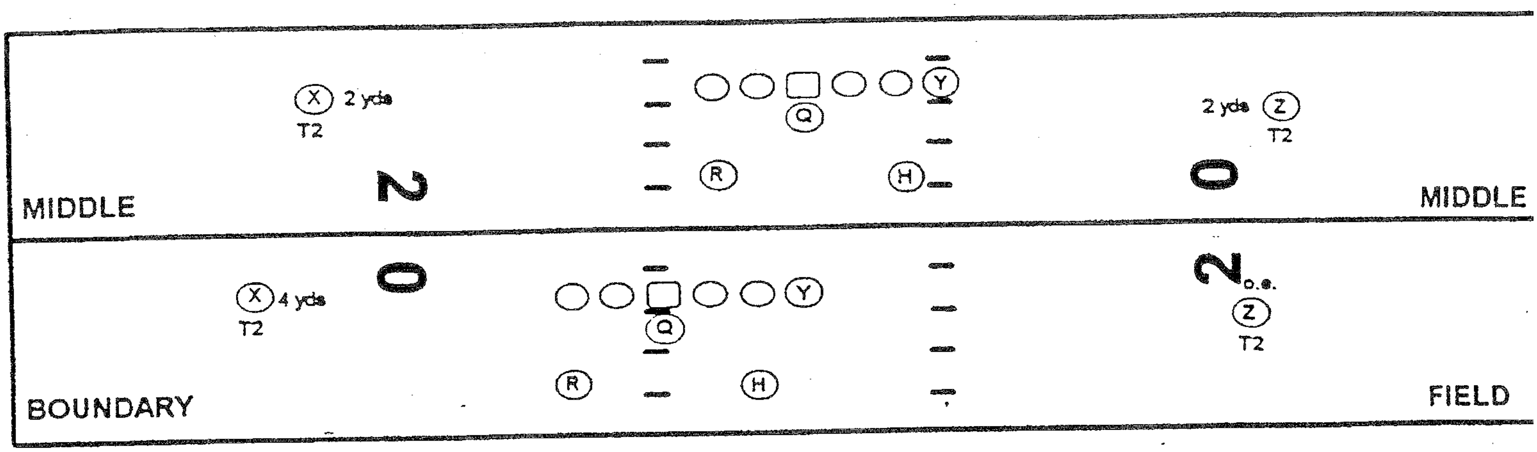
It is important for all players to know the exact size of the field. We must have a constant awareness of where we are on the field -- and where we are going -- at all times.

1. *The field is 53 1/3 yards wide.*
2. *The bottom of the numbers start 12 yards in from the sideline and are two yards tall.*
3. *The distance from the top of the numbers to the hash marks is 9 yards, 1 foot, 9 inches. The distance from the sideline to the hash marks is 23 yards, 1 foot, 9 inches.*
4. *The distance between the hash marks is 6 yards, 6 inches. (The distance equals the width of the uprights of the goal post.)*



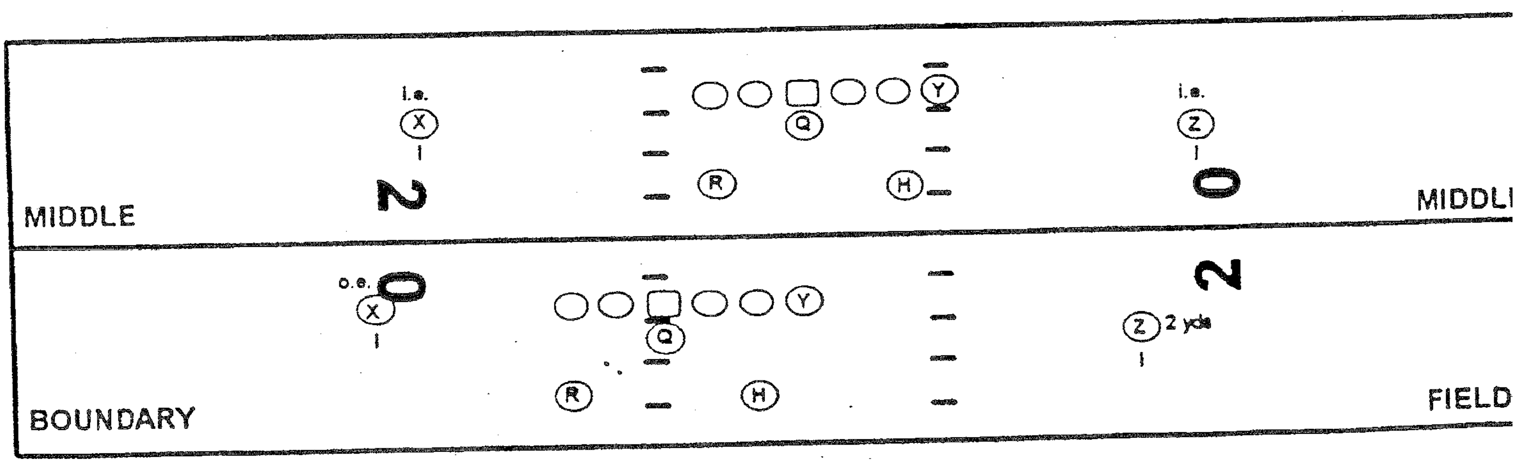
C. TIGHT 2 ALIGNMENT (2 yards tighter than Base)

ALIGNMENT	BALL PLACEMENT MIDDLE	FIELD	BOUNDARY
Tight 2	2 yards outside of the #'s	outside edge of the #'s	4 yards outside of the #'s
Routes	4, Deep 8, Quick 9 (Fade), 9		



D. INSIDE ALIGNMENT

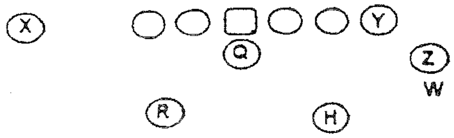
ALIGNMENT	BALL PLACEMENT MIDDLE	FIELD	BOUNDARY
Inside	inside edge of the #'s	2 yards inside the #'s	outside edge of the #'s
Routes	Quick 3, 3, 7, 8		



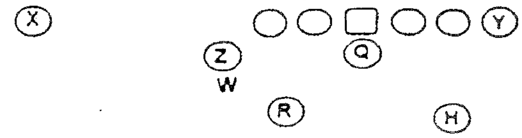
2. ALIGNMENTS IN RELATIONSHIP TO FORMATION.

A. WING - one yard outside of the Y or WOT and off the LOS.

Split Rt Wing

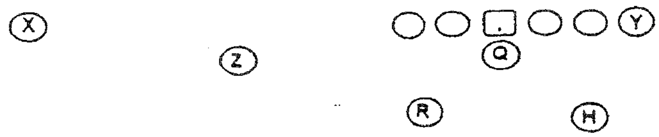


Split Rt Slot



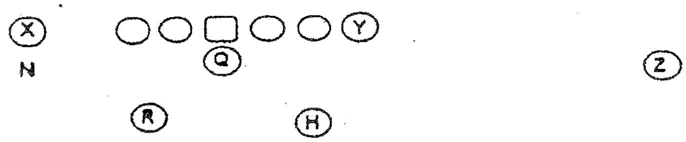
B. SLOT - splitting the difference between the X and the WOT in the Slot Formations.

Spit Rt Slot



C. NASTY - a tight 5 yard split from the end man on the line of scrimmage.

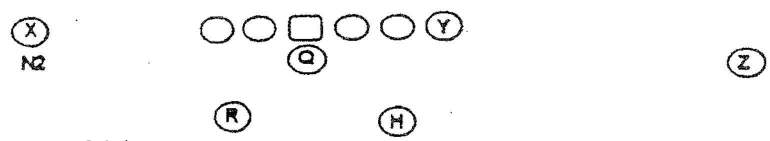
Split rt



Routes: Scram 6, Scram 7, Scram 51

D. NASTY 2 - 2 yards wider than a Nasty.

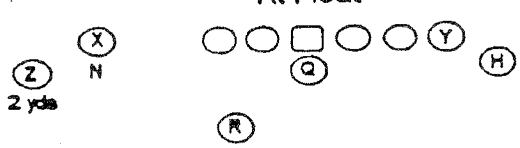
Split Rt



Routes: 0, 2, the Hitch in Rok/Lug 844

E. FLOAT - a Nasty for X and a tight 2 yard split outside the X and off the ball for Z.

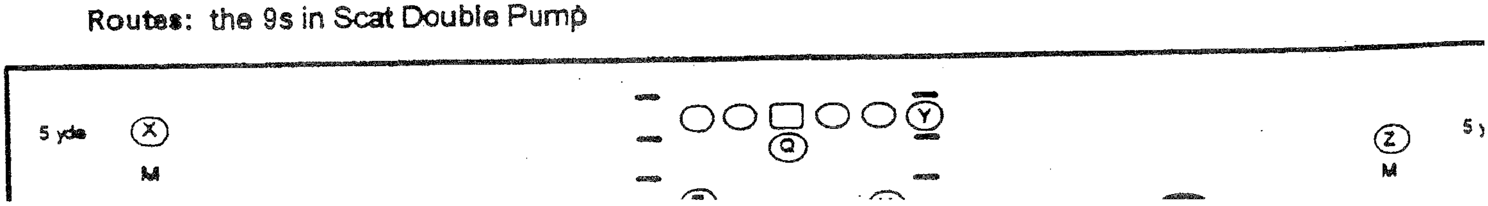
Rt Float



3. ALIGNMENT IN RELATIONSHIP TO THE FIELD.

A. MAX - 5 yards inside of the sideline

Routes: the 9s in Scat Double Pump



CADENCE AND "CHECK WITH ME" SYSTEM

We are basically a non-rhythmic cadence team. Our cadence is broken into three (3) parts: 1.) SET COMMAND, 2.) AUDIBLE, COLOR and NUMBER, 3.) SNAP COUNT. An example of a full cadence at the line of scrimmage would be as follows: "SET – BLUE 80 – BLUE 80 – HUT–HUT–HUT".

1, Our offensive line will take a three-point stance immediately as they reach the line of scrimmage. The set command is a preparatory alerting command to initiate the cadence sequence.

2. We will have the ability to snap the ball on the following counts:

A.	First Sound	-GO
B.	Second Sound	-SET, HUT
C.	On One	-SET, BLUE 80, BLUE 80, HUT
D.	On Two (Hard)	-SET, BLUE 80, BLUE 80, HUT-HUT (Hut, Hut)
E.	On Hard Three	-SET, BLUE 80, BLUE 80, HUT-HUT, HUT
F.	On Hard Four	-SET, BLUE 80, BLUE 80, HUT-HUT, HUT, HUT
G.	On Hard Five	-SET, BLUE 80, BLUE 80, HUT-HUT, HUT, HUT, HUT

3. "CHECK WITH ME" – We will have the ability to call two (2) plays in the huddle and select the play we prefer at the line of scrimmage. Example in the huddle the Quarterback calls – "CHECK WITH ME" 80 PRESS OR LIZ 585. At the line of scrimmage, he wants to run 80 PRESS. He calls:

"SET, GREEN 80, GREEN 80, HUT-HUT"

The number 80 designates the run 80 PRESS.

If the Quarterback wanted to run the pass, LIZ 585, he would call:

"SET, GREEN 85, GREEN 85, HUT-HUT"

The number 85 designates the pass, LIZ 585.

All "CHECK WITH ME" plays will be snapped on two.

"READY" is used before "SET" for TE movement. This allows the TE to start on the ball and step off before motion. "READY" will also be used in the cadence with all shifts.

Silent count.

ALERTS

In the alert system, the play called in the huddle will be accompanied by an unspoken alternate play. The alternate play is checked to by using its play number in the cadence. The snap count will always be on 2. The term “”ALERT” is used in the huddle call. For example:

Huddle Call:

“I RT ALERT 20 ISO”

Cadence:

“SET RED 50, RED 50 HUT, HUT”
(20 ISO is run)

“SET RED 85, RED 85 HUT, HUT”
(Act 4 585 is run)

TYPES OF PERSONNEL

1.	"REGULAR"	2 BACKS	1 TE	2 WR'S
2.	"2 BACKS"	2 HB'S	1 TE	2 WR'S
3.	"DEUCE"	1 BACK	2 TE'S	2 WR'S
4.	"NICKEL"	1 BACK	1 TE	3 WR'S
5.	"POSSE"	1 BACK (1st dn HB)	1 TE	3 WR'S
6.	"TRIO"	2 BACKS	0 TE'S	3 WR'S
7.	"QUADS"	1 BACK	0 TE'S	4 WR'S
8.	"TANK"	2 BACKS	2 TE'S	1 WR
9.	"HEAVY"	1 BACK	3 TE'S	1 WR
10.	"JUMBO"	2 BACKS	3 TE'S	0 WR'S

WR

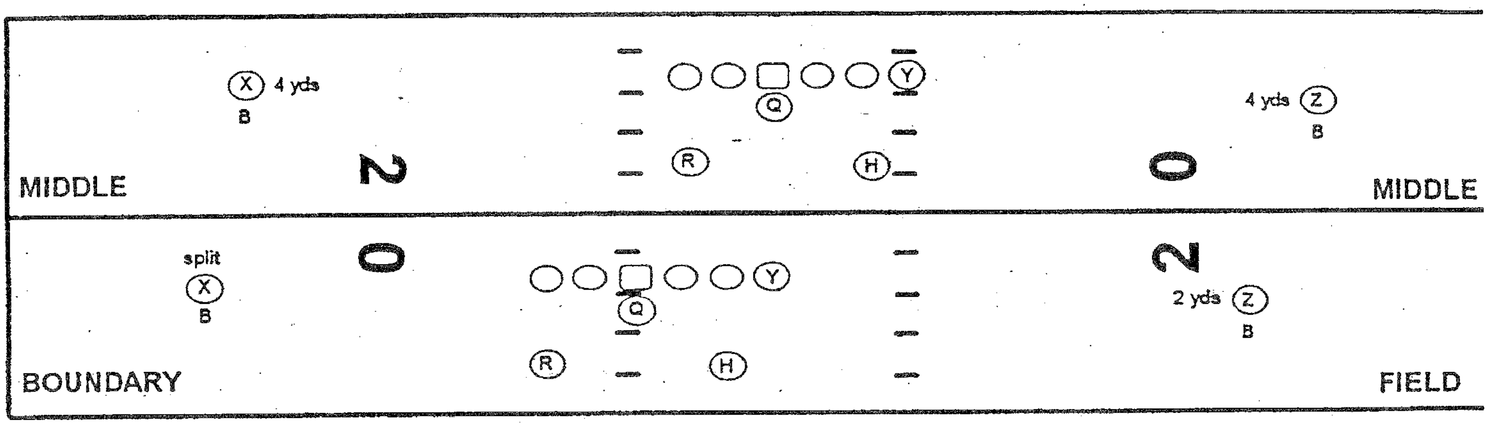
WIDE RECEIVER ALIGNMENTS

1. ALIGNMENTS ACCORDING TO BALL PLACEMENT.

Note: The varience in alignments is 2 yards. This is a result of ball placement. Use the numbers that are painted on the field as a reference. They are 2 yards tall.

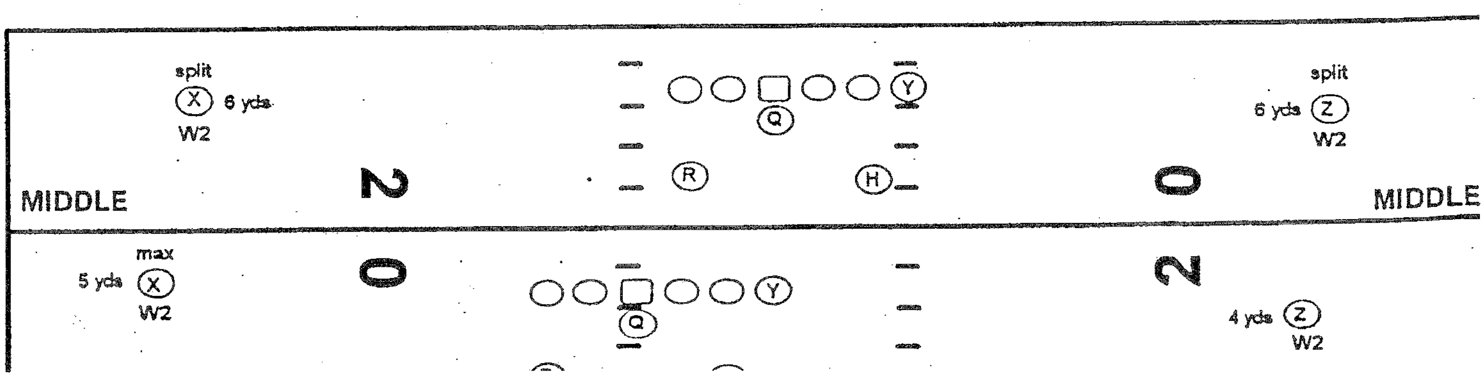
A. BASE ALIGNMENT

ALIGNMENT	BALL PLACEMENT MIDDLE	FIELD	BOUNDARY
Base	4 yards outside of the #'s	2 yards outside the #'s	(6 yards outside the #'s) split the hash and the #'s
Routes	Play Action 4, Speed 4, Slot Quick 4, 5, 6, Quick 8 (Slant), All Slot 8s		



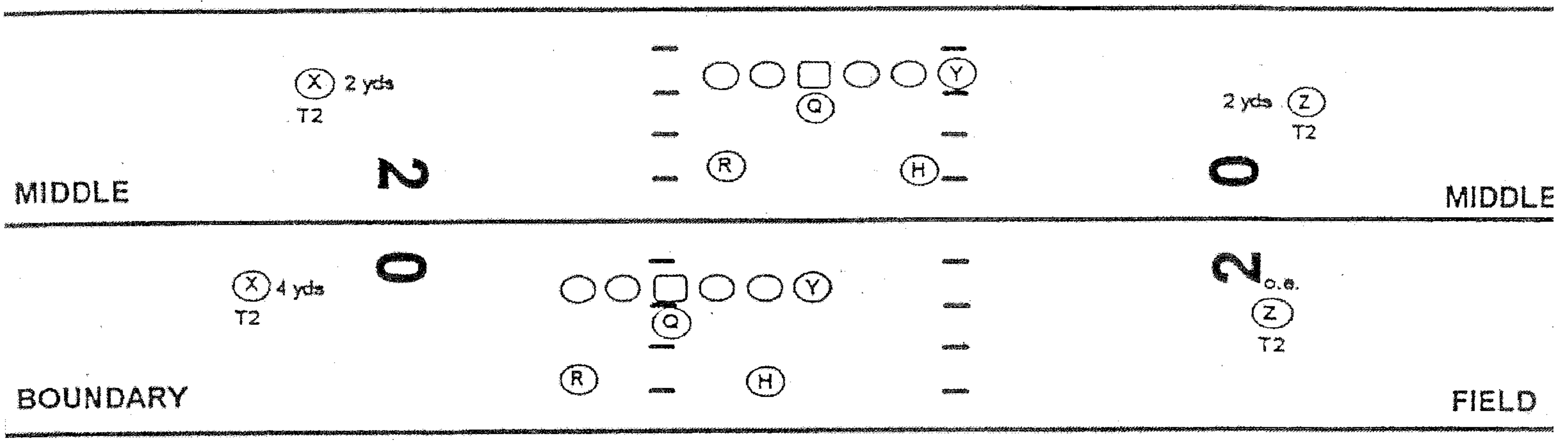
B. WIDE 2 ALIGNMENT (2 yards wider than Base)

ALIGNMENT	BALL PLACEMENT MIDDLE	FIELD	BOUNDARY
Wide 2	(6 yds outside of #'s) split the #'s and the hash	4 yards outside the #'s	Max (5 yds from sideline)
Routes	Quick 4 (Hitch), Scram 4, Pivot 5, Squirrel		



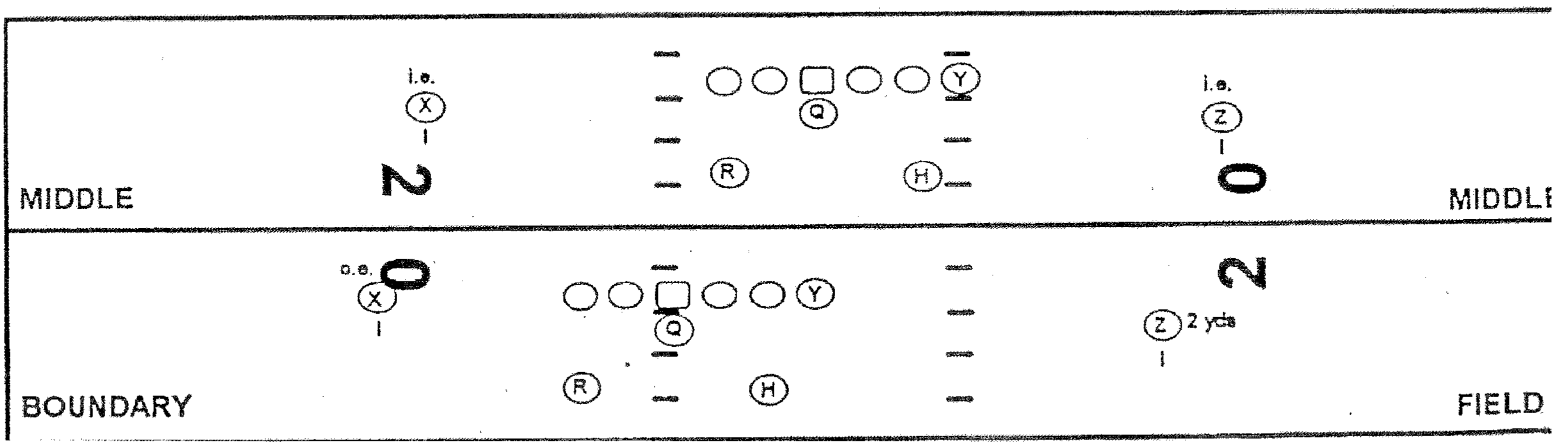
C. TIGHT 2 ALIGNMENT (2 yards tighter than Base)

ALIGNMENT	BALL PLACEMENT MIDDLE	FIELD	BOUNDARY
Tight 2	2 yards outside of the #'s	outside edge of the #'s	4 yards outside of the #'s
Routes	4, Deep 8, Quick 9 (Fade), 9		



D. INSIDE ALIGNMENT

ALIGNMENT	BALL PLACEMENT MIDDLE	FIELD	BOUNDARY
Inside	inside edge of the #'s	2 yards inside the #'s	outside edge of the #'s
Routes	Quick 3, 3, 7, 8		



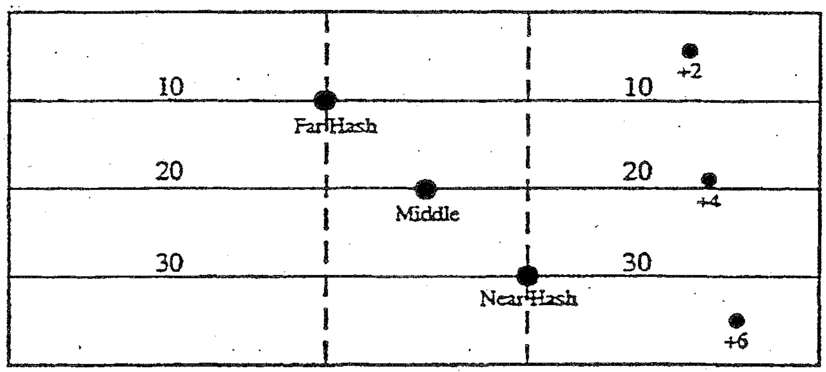
WIDE RECEIVER SPLIT RULES – 2001

Split rules for the wide receivers fall into two basic categories:

1. Splits that move according to the location of the ball:
   a. Basic
   b. Plus (+2)
   c. Minus (-2)
   d. Edge
2. Splits that are based on a specified distance from an adjacent offensive player and remain constant regardless of the location of the ball:
   a. Close
   b. Zero (Nasty)
   c. Tight

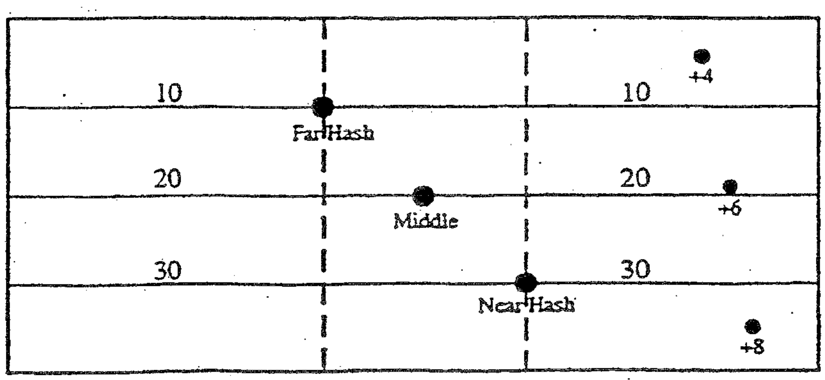
Basic Split

Ball on the far hash – align 2 yards outside the numbers
Ball in the middle – align 4 yards outside the numbers
Ball on the near hash – align 6 yards outside the numbers



Plus (+2) Split (align 2 yards wider than basic split)

Ball on the far hash – align 4 yards outside the numbers
Ball in the middle – align 6 yards outside the numbers
Ball on the near hash – align 8 yards outsdie the numbers

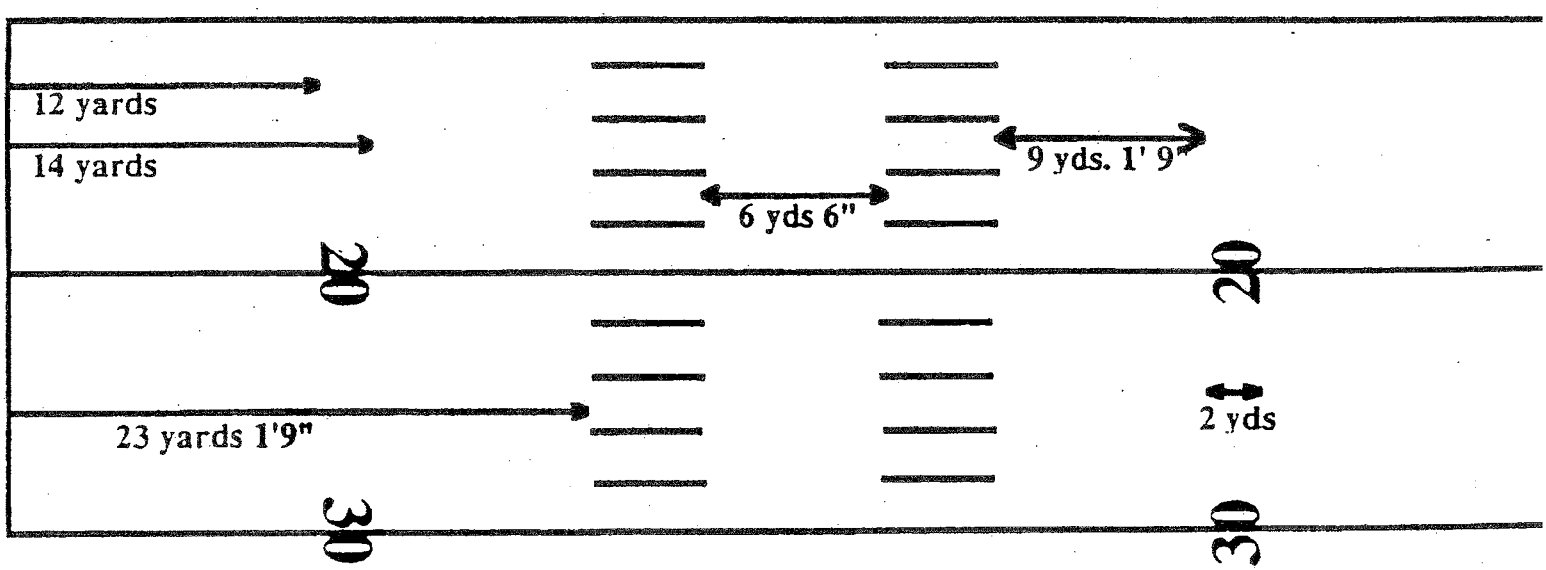


F.

Field Dimensions

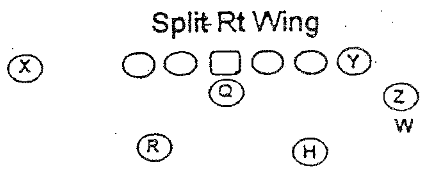
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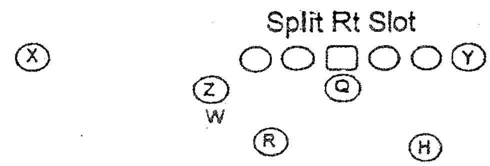
1. *The field is 53 1/3 yards wide.*
2. *The bottom of the numbers start 12 yards in from the sideline and are two yards tall.*
3. *The distance from the top of the numbers to the hash marks is 9 yards, 1 foot, 9 inches. The distance from the sideline to the hash marks is 23 yards, 1 foot, 9 inches.*
4. *The distance between the hash marks is 6 yards, 6 inches. (The distance equals the width of the uprights of the goal post.)*



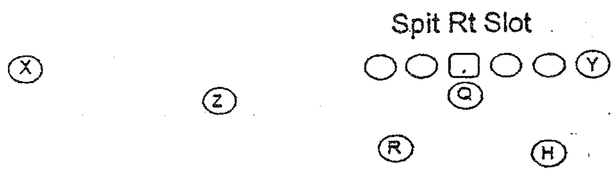
2. ALIGNMENTS IN RELATIONSHIP TO FORMATION.

A. WING - one yard outside of the Y or WOT and off the LOS.

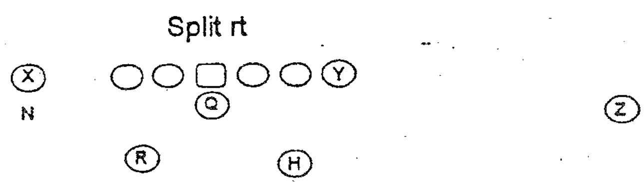




B. SLOT - splitting the difference between the X and the WOT in the Slot Formations.

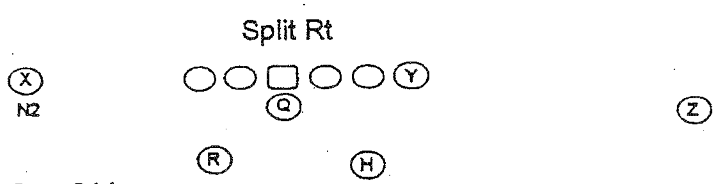


C. NASTY - a tight 5 yard split from the end man on the line of scrimmage.



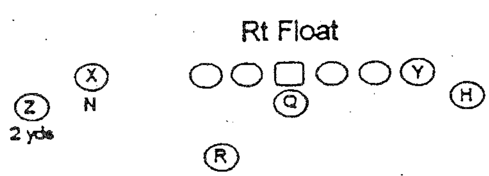
Routes: Scram 6, Scram 7, Scram 51

D. NASTY 2 - 2 yards wider than a Nasty.



Routes: 0, 2, the Hitch in Rok/Lug 844

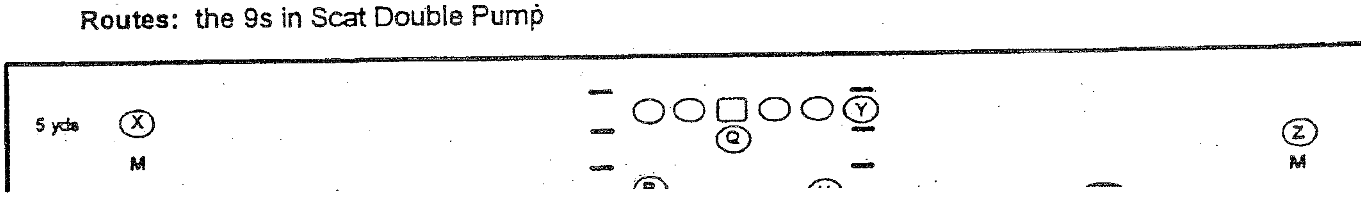
E. FLOAT - a Nasty for X and a tight 2 yard split outside the X and off the ball for Z.



3. ALIGNMENT IN RELATIONSHIP TO THE FIELD.

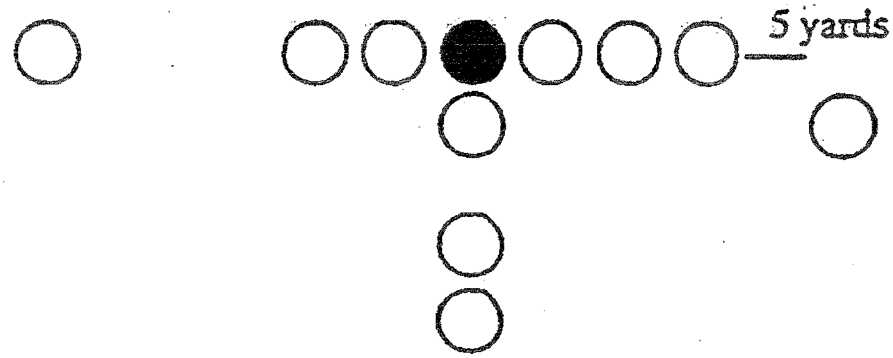
A. MAX - 5 yards inside of the sideline

Routes: the 9s in Scat Double Pump

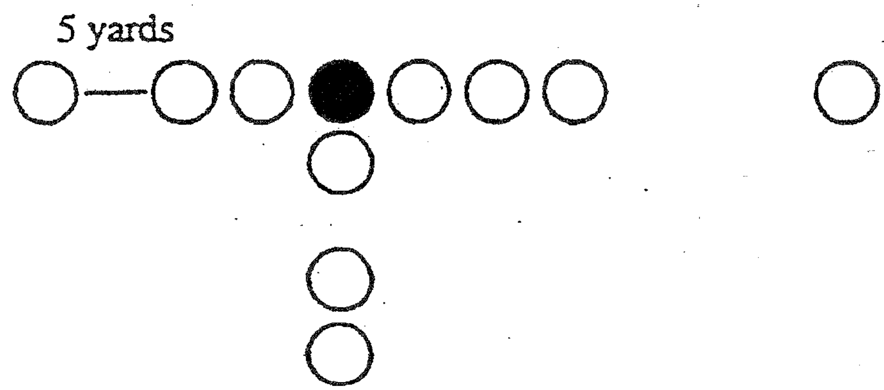


WR SPLIT RULES con't

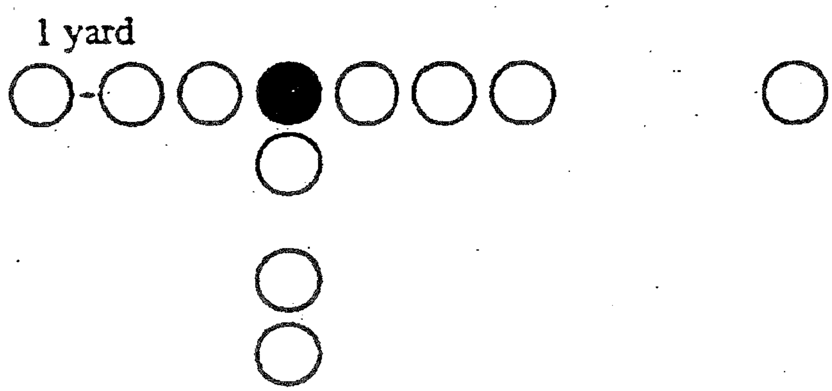
Close Split (5 yards outsdie tight end's alignment)



Zero (Nasty) Split (5 yards outside weak tackle's alignment)



Tight Split (tight end positions 1 yard outsdie weak tackle)



BASIC RUN BLOCKING RULES
FOR WIDE RECEIVERS

SLOT FORMATION RUNS – VARIED SPLITS

1. On all runs the outside receiver on the slot side will block MAN OVER regardless of the hole or the run direction.

2. On all runs the inside receiver on the slot side will block MDM if the run is toward you and convoy if the run is away.

3. On all runs the single side receiver will block MDM if the run is toward you and convoy if the run is away.

   * Some exceptions to the slot rules will occur with special situations, game plan preparation and specific fronts. As with the normal formation runs, they will be handled on an individual basis.

BASIC SCREEN RULES
FOR WIDE RECEIVERS

1. Run the routes called in conjunction with the screen

   Scat 839 HB Leo
   Rip 085 HB Roger
   Ace 940 HB Screen

2. Turn upfield or work crossfield to block the first color that shows.

BASIC REVERSE–AROUND RULES
FOR WIDE RECEIVERS

1. On all AROUNDS, the QB will hand the ball to the receiver.

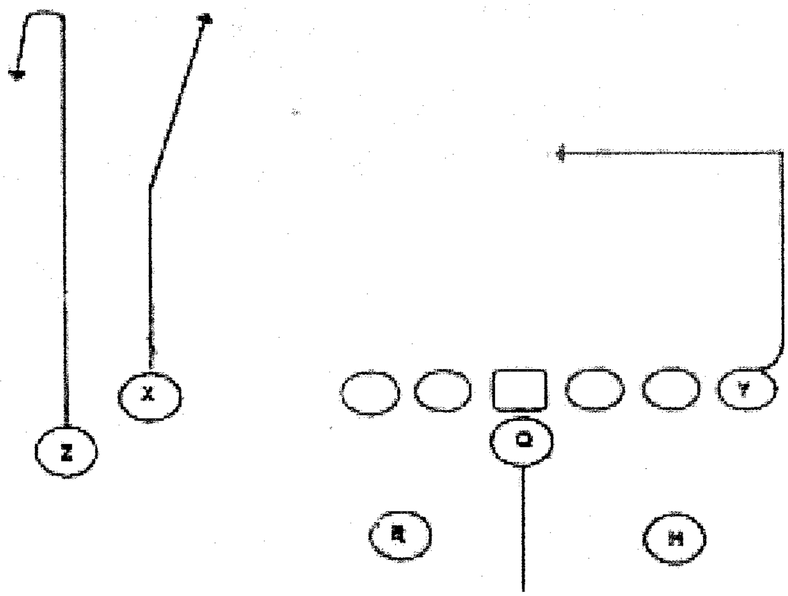
   Fake Bob Z Around

2. On all REVERSES the ball will be handed to the receiver by someone other than the QB.

   Fake Toss X Reverse

This weak to strongside progression takes place regardless of both the alignment and formation positions of the X, Y, and Z.

EXAMPLE: Float Rt 685 (X Gets 3rd number for this play)



3. FLARE CONTROL CALL

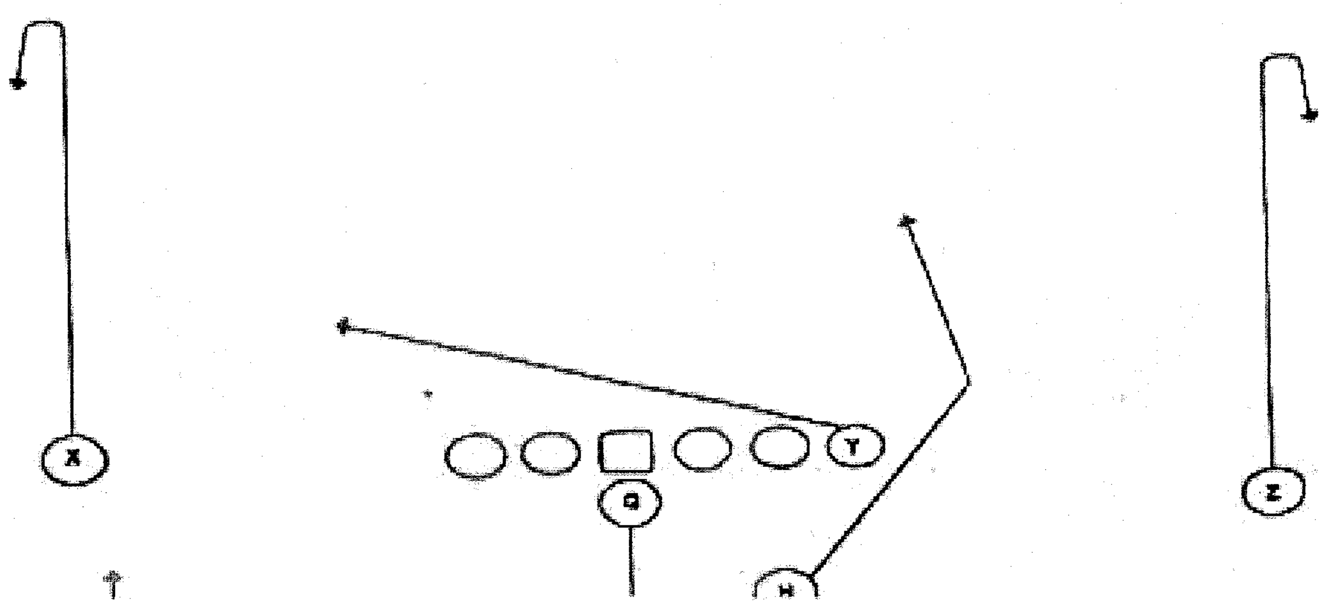
A. This final call indicates what route the H and/or R is to run if the protection call hasn't already done so.

B. If both H and R are to run the same route, then "Backs" is called, then the route.

EXAMPLE: 444 "Backs" Flat

C. If H and R's routes differ, H will be described first, then R. H will be indicated, R understood. R also could be first with H understood.

EXAMPLE: 525 H Post/Swing



SCRAMBLE MECHANICS

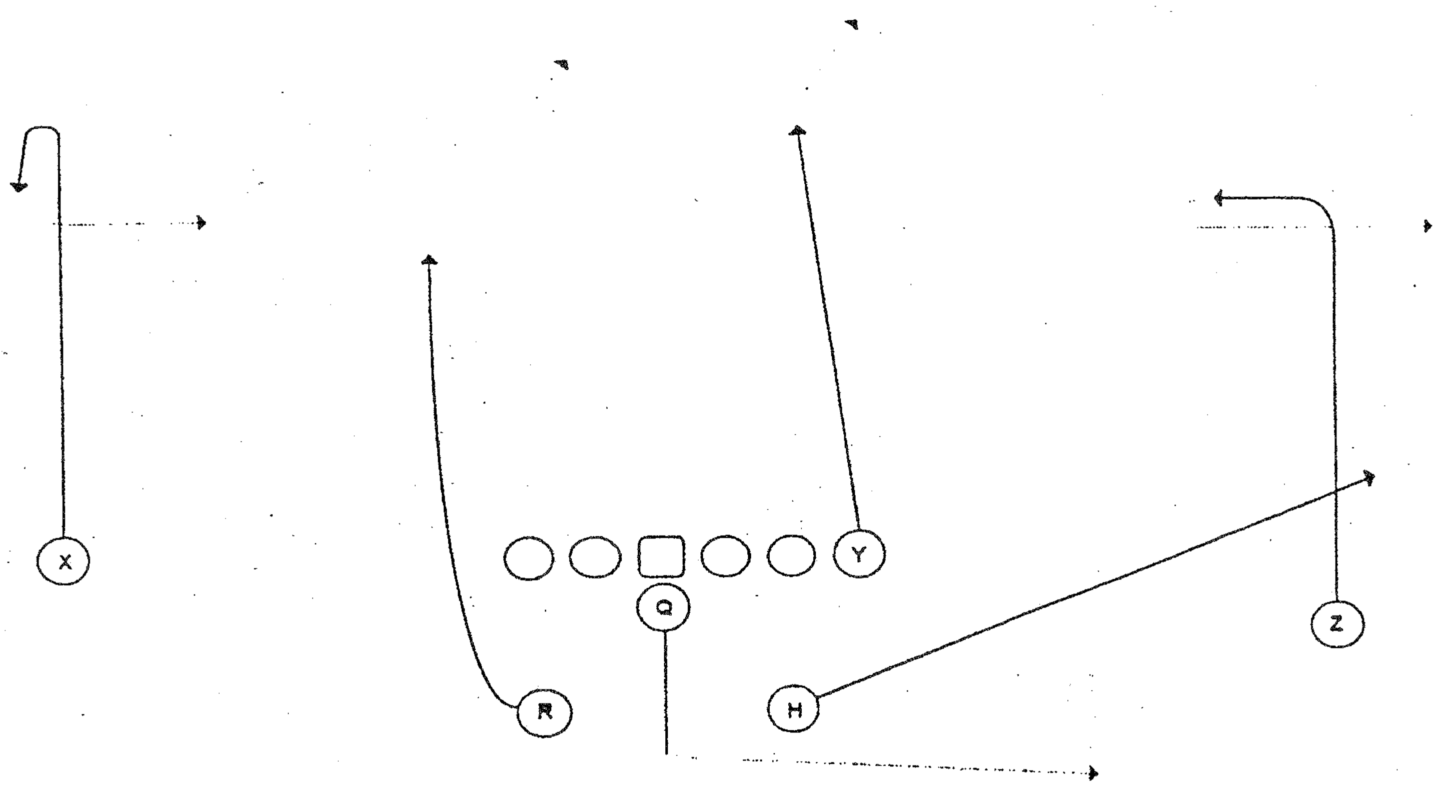
If the QB is forced out of the pocket due to defensive pressure, the receivers observe the following rules:

1. If the QB comes to your side:

   a. Deep men in the pattern continue deep but change direction to run the same direction the QB is running!

   b. Short and medium receivers should stay short and medium but also change their direction to run with the QB!

   c. Example: Deep 596 Close/Fan



start here w/new system (passing)

PASS CALLING SYSTEM

We will use names to call our protections, and numbers to call our specific routes. With each name, we will give the protection, and the direction of the protection.

Example: Scat Right – The protection is Scat, the side of the line that is scatting is the right side. In some cases, the protection call will include the direction.

Example: Liz – The protection is Liz, the direction is left.

We will use a three digit numbering system to call our passes. Each number designates a receiver's route. We will number from the single receiver side to the two receiver side. The back's routes will be named. The fullback's route will be called first, the halfback's route will follow.

Pass Call example:

Liz	989	F Rub	Sneak
(Protection)	(Routes)	(FB Route)	(HB Route)

2. PATTERN CALL

A. The odd numbers are outside breaking route while the inside numbers are the opposite. The deeper the route, the deeper the numbers. (See route trees.)

B. The various route trees that apply to the pattern call are:

1) WR Outside Routes
2) WR slot Routes
3) Y Routes

C. Individual pass routes are grouped into a team pattern by calling all three of the individual numbered routes in sequence. This starts from the weakside of the formation working strong regardless of the formation!

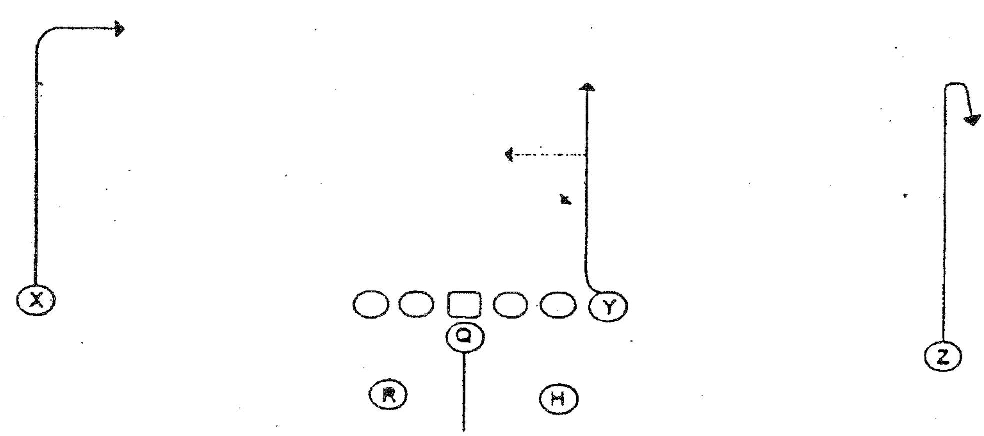
EXAMPLE:

PRO
1) X = First number called
2) Y = Second number called
3) Z = Third number called

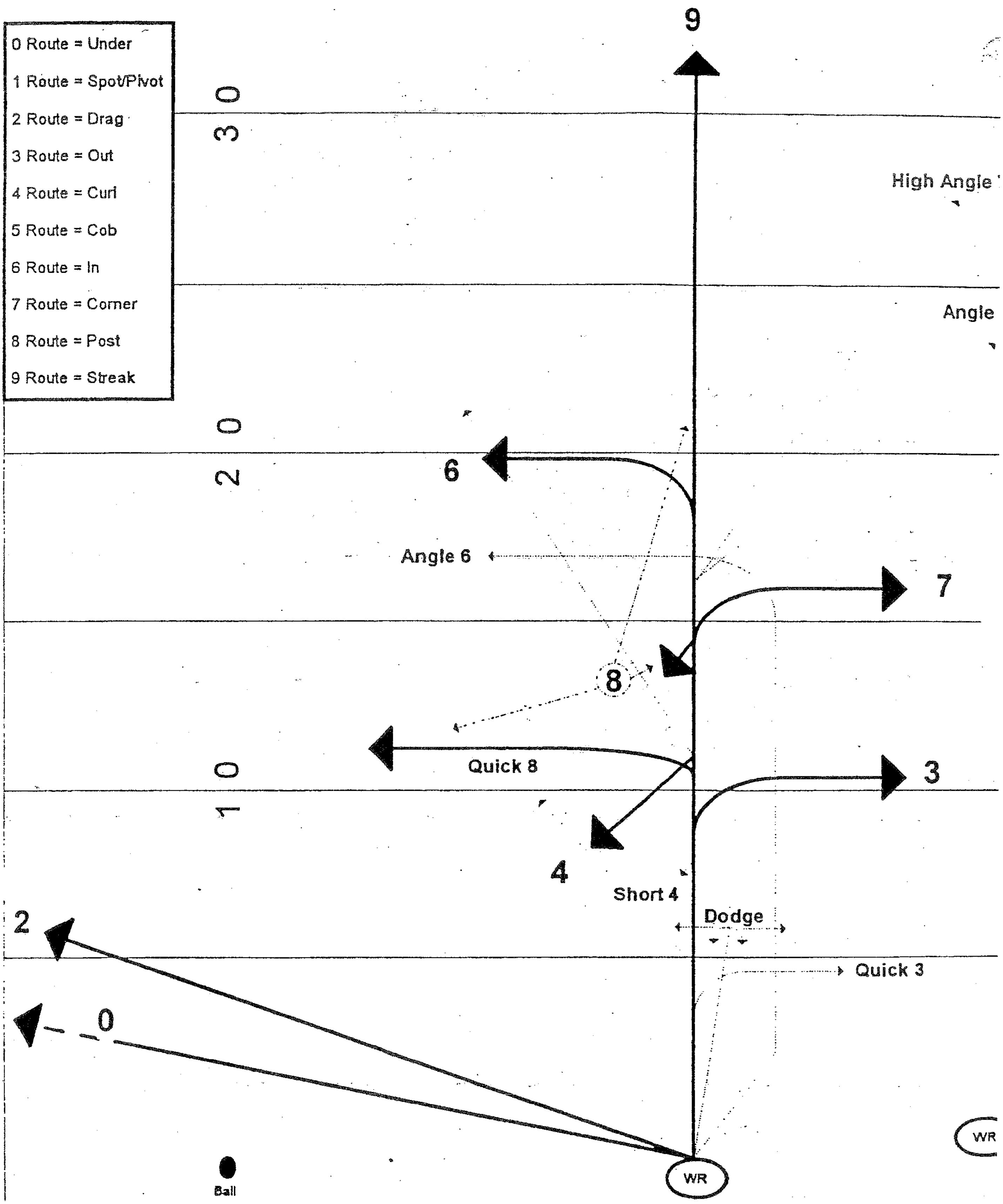
SLOT
1) Y = First number called
2) Z = Second number called
3) X = Third number called

D. Example of a call is as follows:

Split Rt 685. X would run a 6 route, Y an 8 route and Z a 5 route.

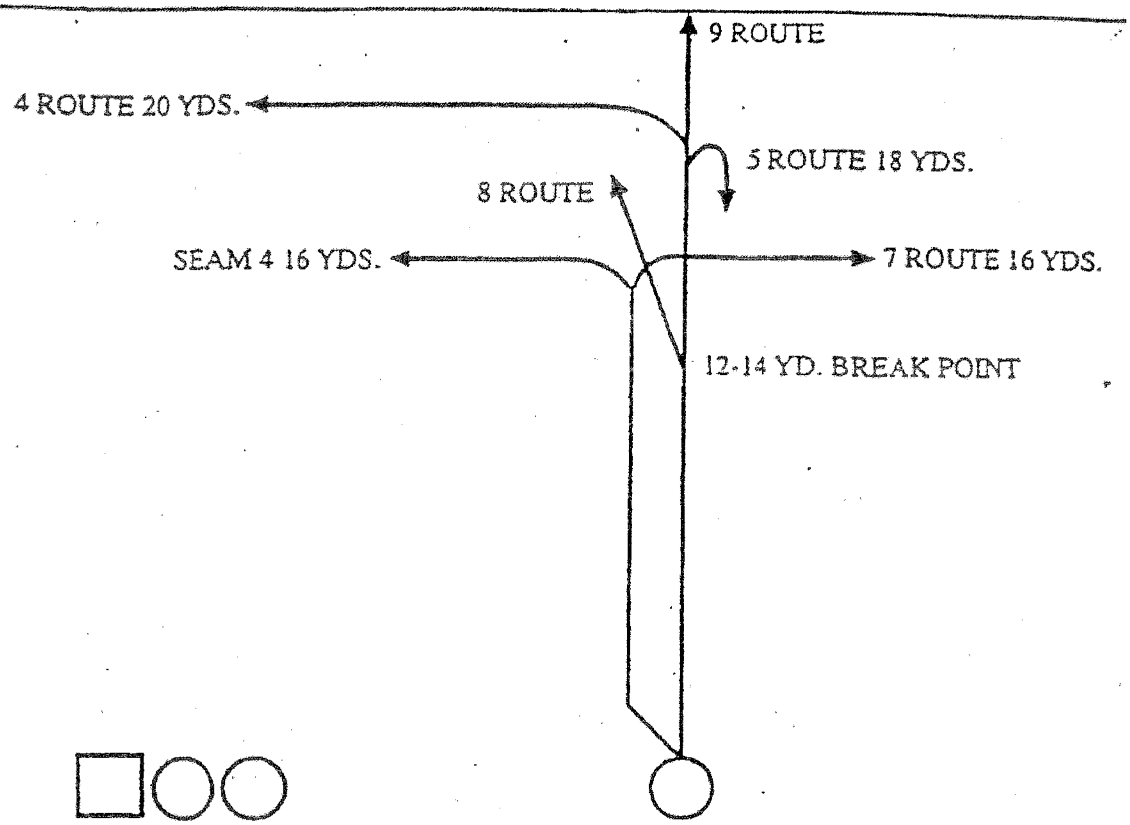


WR SLOT RECEIVER ROUTE TREE



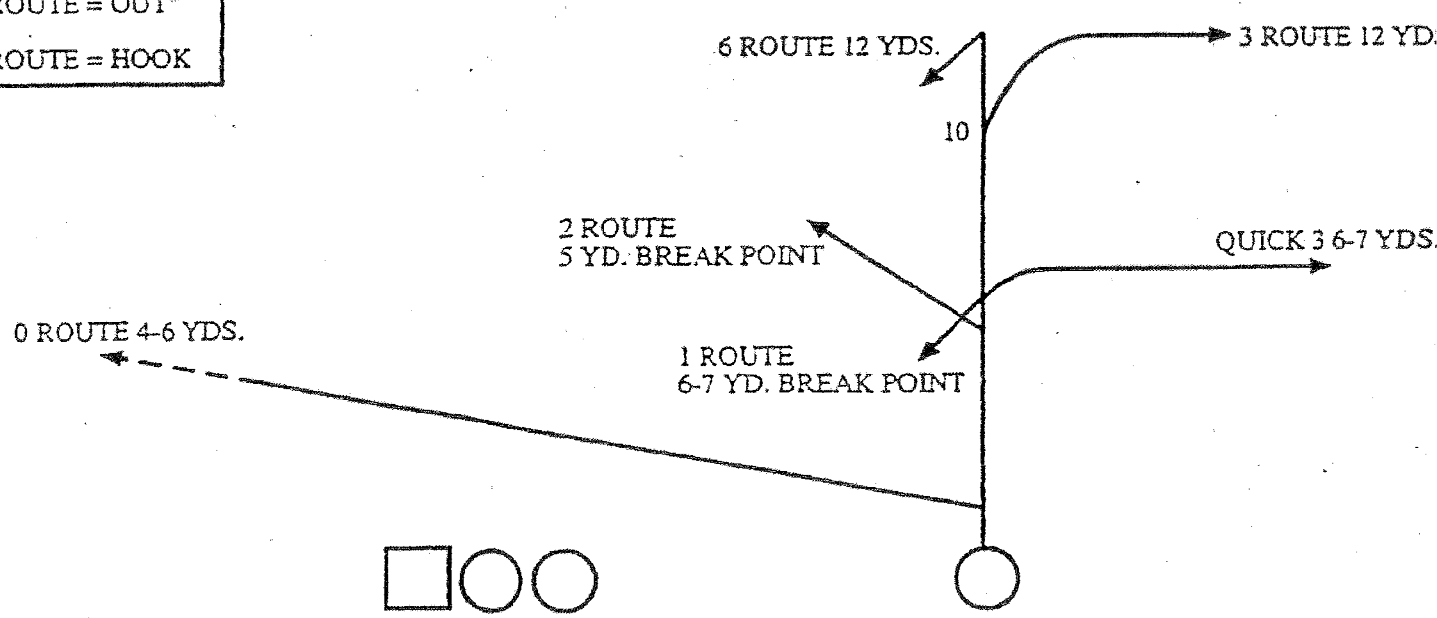
WR PASS TREE - BASE ROUTES

4 ROUTE = IN
5 ROUTE = COMEBACK
7 ROUTE = DEEP OUT
8 ROUTE = POST
9 ROUTE = STREAK



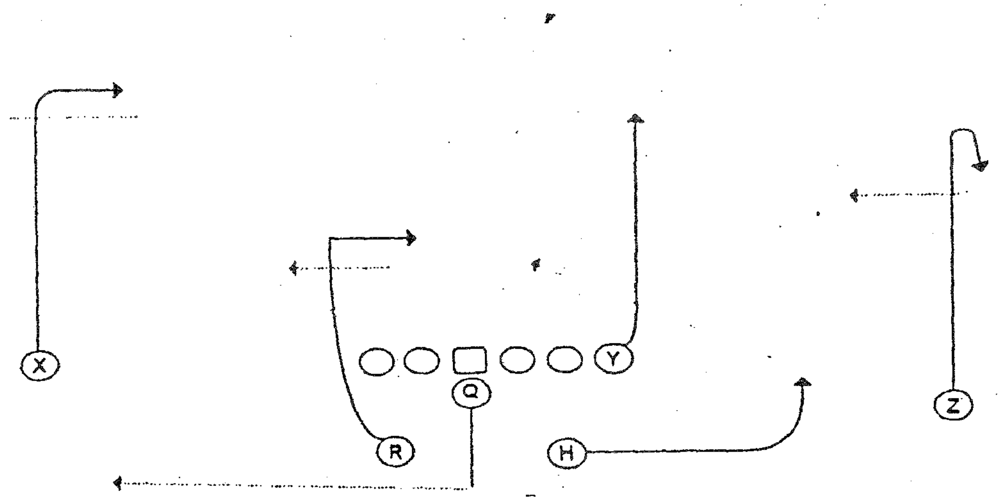
0 ROUTE = UNDER
1 ROUTE = HITCH
2 ROUTE = SLANT
3 ROUTE = OUT
6 ROUTE = HOOK

WR PASS TREE - BASE ROUTES



2. If the QB scrambles out to the opposite side, change your course to a cross pattern parallel to your breaking point.

Example: Deep 685 In/Wide



3. BASIC RULE TO REMEMBER

a. Backs who block or fake should run a course parallel to the LOS with the QB!

b. RBs running flare routes should change their courses and run in the same directioi as the QB, looking for an open spot!

c. All receivers should keep vertical balance depth-wise on the field and keep running!

d. If you approach the sideline, short men start moseying back into the field area! Deep men turn up for QB!

e. If you are a medium route receiver and approach sideline, turn up!

f. If the passer decides to run, rally around him and peel off!

g. LOAFS HURT SCRAMBLES!

WIDE RECEIVER SIGHT ADJUSTMENTS

Base Protection Rules

Protection	Sight Responsibility
Rip/Liz	Weak side
Scat	Away from call side
Ace	Away from call side
Slide	No sight adjustments
Actions	No sight adjustments (possible game plan exception weak)
Charlie	No sight adjustments (possible game plan exception weak)
Fire Pass	No sight adjustments
Bubble Pass	No sight adjustments
Fakes/Nakeds	No sight adjustments
Sprint	No sight adjustments
Dash	No sight adjustments

General Route Rules

* Base sight adjustment route will be a Hitch vs free access

* Fade vs bump and run coverage

* Routes can be changed per game plan (Slant, etc.)

* In Slot situations the inside receiver has the sight responsibility – outside receiver run the route called

*Some sight adjustments will be build in based on the route/pattern called. Slants and Zeros are examples of these situations.

SCRAMBLE RULES

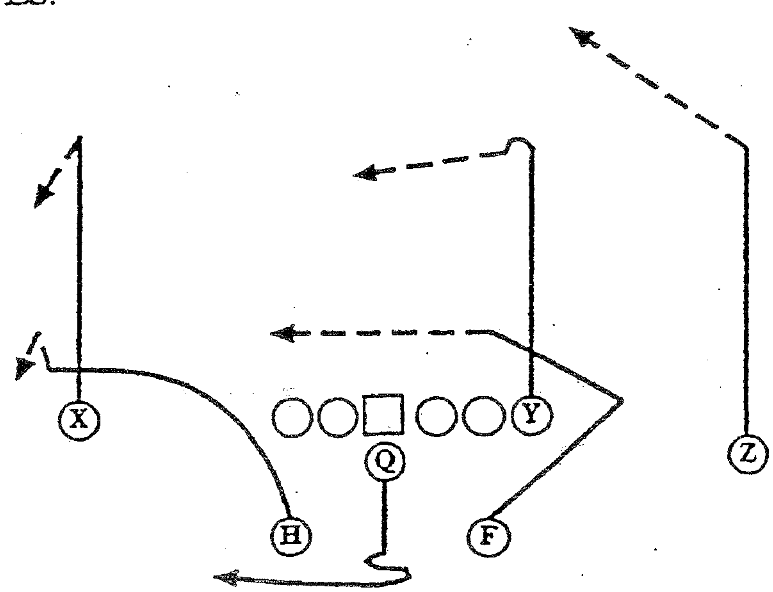
THE SCRAMBLE RULES ARE AN INTEGRAL PART OF THE PASSING GAME AND PROVIDE US AN OPPORTUNITY TO MAKE BIG PLAYS OR, AT THE VERY LEAST, PREVENT US FROM TAKING A LOSS WHEN THE PROTECTION BREAKS DOWN.

EACH PLAYER MUST BE IN SYNC WITH THE QUARTERBACK SO THE ANGLES AND DIRECTION OF THE RECEIVERS WILL BE CONSISTENT. THESE ARE PLANNED AND DETAILED PATHS THAT MUST BE DISCIPLINED AND DESIGNED MUCH LIKE THE ORIGINATING PLAY.

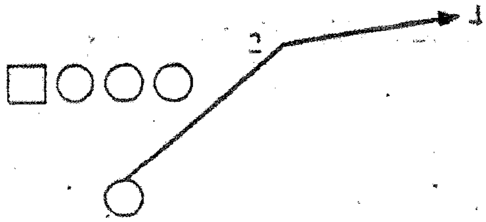
EVERY RECEIVER MUST STAY ALIVE ON ALL ROUTES AT ALL TIMES. SOME OF THE BIGGEST PLAYS DURING THE SEASON WILL COME AS A RESULT OF THE QB FINISHING FROM THE POCKET AND OUR RESPONSES BEING ALERT AND AT FULL SPEED TO CREATE SEPERATION FROM THE DEFENDERS.

THE BASIC SCRAMBLE RULES ARE AS FOLLOWS:

1. DEEP PRIMARY OUTSIDE RECEIVERS TO THE SIDE OF THE QB MOVEMENT COME BACK TO THE QB ON A HARD ANGLE.
2. SHALLOW PRIMARY OUTSIDE RFCEIVERS TO THE SIDE OF THE QB MOVEMENT STICK AND GO VERTICAL.
3. FLARE CONTROL RECEIVERS TO THE SIDE OF THE OF THE QB STAIR STEP YOUR DEFENDER AND WORK ON A HARD ANGLE TO THE SIDELINE.
4. ALL BACKSIDE RECEIVERS WORK ON A FRIENDLY ANGLE TOWARD THE DIRECTION THE QB IS SCRAMBLING. FARTHEST BACKSIDE RECEIVER WORK TO POST.
5. DO NOT STAND STILL! KEEP RUNNING AT FULL SPEED. ONCE YOU GET SEPERATION FROM THE DEFENDER – KEEP THE SEPERATION – DO NOT "GLIDE".
6. WORK YOUR ANGLES TOWARD THE LINE OF SCRIMMAGE. DO NOT DRIFT UPFIELD AND ALLOW THE DEFENDER THE OPPORTUNITY TO COME UNDERNEATH YOU ON CROSSING ROUTES.



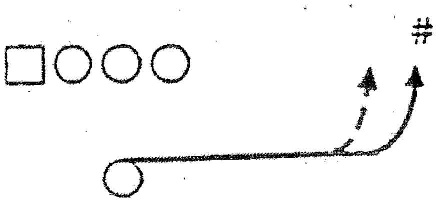
FLAT



- EXPLODE - FULL SPEED
- AIM OUTSIDE Y 2X2
- GAIN GROUND TO 4 YDS.
- HOLD COURSE TO SIDELINE/SETTLE
- STICK OUT OF BREAK VS. MAN.
- STAIRSTEP TO PREVENT UNDERCUT.
- FOCUS ON BALL OUT OF BREAK.

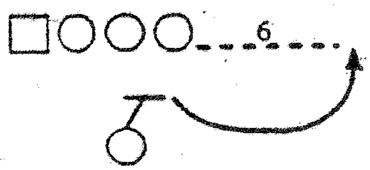
* CATCH. CLUTCH. CONVERT

SWING



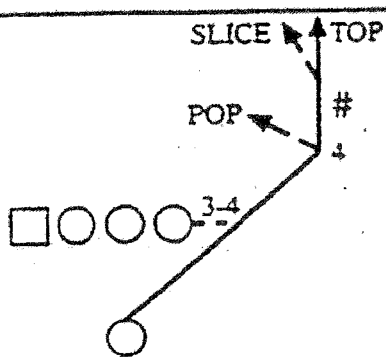
- EXPLODE - OPEN SPRINT
- AIM WIDE SIDE- 2 YDS. INSIDE NUMBERS.
- AIM SHORT SIDE - THROUGH NUMBERS.
- TURN UP VERTICALLY.
- FOCUS ON BALL PLACEMENT.
- ONE YD. FROM LOS.
- CCC

CHECK LOOP



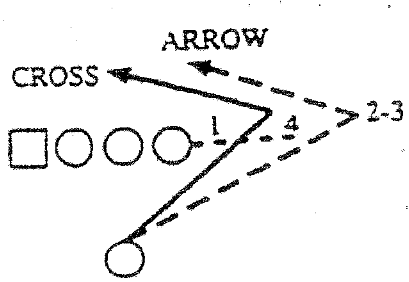
- CHECK RELEASE LOSE 1 YD.
- AIM - 6 YDS. OUTSIDE Y BOX
- TURN UP VERTICALLY.
- FOCUS ON BALL PLACEMENT.
- CCC

POST



- READ ROUTE
- EXPLODE - READ ON THE RUN.
- AIM 1 YD INSIDE NUMBERS 4 YDS. DEEP.
- WORK OFF SEAM DEFENDER.
- OPPOSITE 1 - "POP" VS. WIDE DEFENDER.
- OPPOSIDE 2 - "TOP" VS. WALL DEFENDER.
- OPPOSITE 3 - "SLICE" VS. SQUAT DEFENDER.
- MFO - MIDDLE OF FIELD OPEN - THIN POST
- MFC - MIDDLE OF FIELD CLOSED - VERTICAL
- CCC

CROSS - ARROW



CROSS

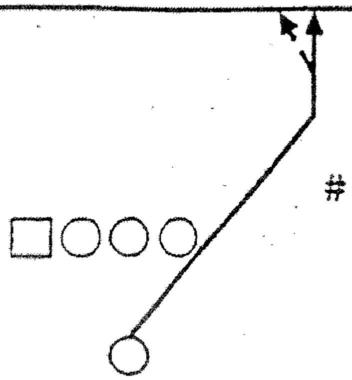
- AIM 1 YD. OUTSIDE Y BOX AND 2-3 YDS. UP FIELD.
- PLANT AND UNDERCUT THE DEFENDER.
- BALL CAUGHT OVER TACKLE BOX.

ARROW

- AIM 4 YDS. OUTSIDE Y BOX AND 2-3 YDS. UP FIELD.
- PLANT AND UNDERCUT THE DEFENDER.
- SELL THE FLAT.
- BREAK AT APPROXIMATELY 30 - 40 DEGREE ANGLE.
- MFO - ADJUST VERTICALLY.
- AVOID 2ND DEFENDER - DO NOT SLOW UP.
- CCC

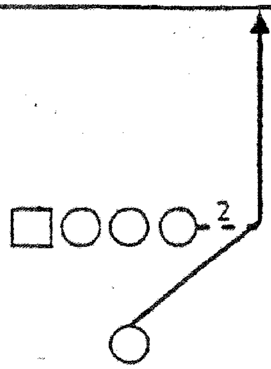
H/F BACK ROUTES

SEAM



- RELEASE GAINING WIDTH.
- AIM - INSIDE EDGE OF NUMBERS.
- CLEAR UNDER COVERAGE / CONTINUE VERTICALL
- MFO - ADJUST. LOOK FOR BALL.
- MFC - CLEAR OUT COVERAGE.
- MAN - NOD AND SEPERATE.
- FOCUS ON BALL.

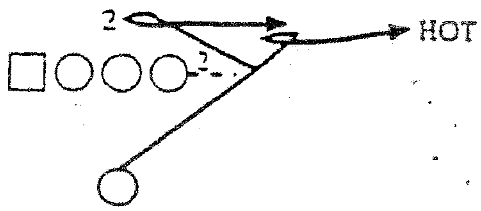
CREASE



- TIGHT SEAM ROUTE.
- DRIVE OUTSIDE Y BOX.
- NOD AND PUSH VERTICALLY.
- READ COVERAGE
- MFO - LOOK FOR BALL
- MFC - CLEAR COVERAGE
- FOCUS ON BALL.

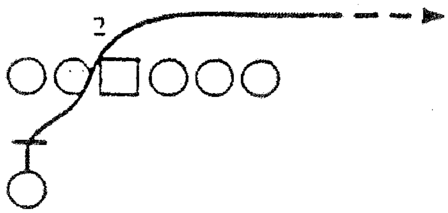
H/F BACK ROUTES

FAKE CROSS



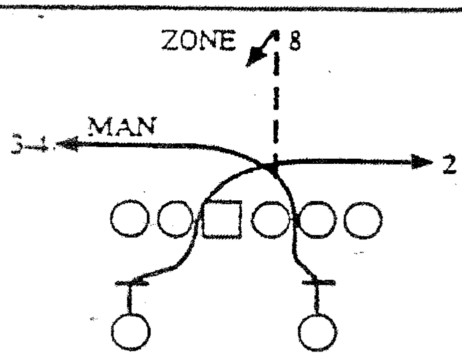
- THINK CROSS - SELL IT.
- PLANT - TAKE 2 STEPS IN AND PIVOT OUT.
- BREAK FLAT - PARALLEL TO LOS.
- STAY FRIENDLY
- ALERT BLITZ OR DOG - "HOT" - NOD AND BREAK.
- CCC

SNEAK



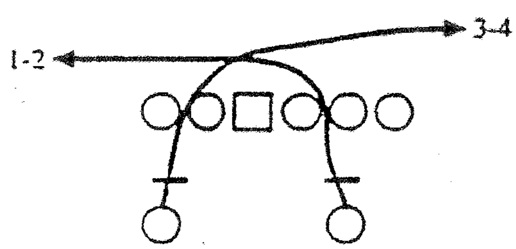
- CHECK RELEASE
- BEST RELEASE (B PREFERRED)
- ALERT "SNAKE EYES"
- PUSH UPFIELD 2 YDS.
- SHAKE DEFENDER AND BREAK INSIDE.
- VS. ZONE - THROTTLE 6-7 YDS. OUTSIDE TACKLE BC
- VS. MAN - RUN AWAY. STAIR STEP.
- CCC

RUB



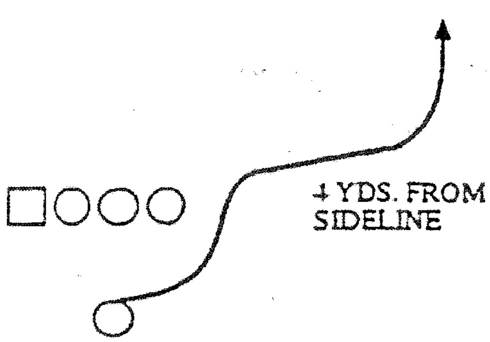
- RUB OFF PIVOT ROUTE.
- ALERT "SNAKE EYES"
- BEST RELEASE
- PUSH UPFIELD 3-4 YDS.
- SHAKE AND BREAK INSIDE.
- ZONE/MAN READ
- CCC

BACKS CROSS



- F - BEST RELEASE 3 YDS. DEPTH.
- BREAK INSIDE (CRISS - CROSS)
- H - BEST RELEASE 1-2 YDS. DEPTH.
- BREAK INSIDE (CRISS - CROSS)
- ZONE/MAN READ
- CCC

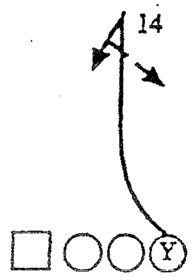
SHOOT



- SELL FLAT ROUTE - LOOK FOR BALL.
- AIM TOWARD NUMBERS GAINING 2 YDS. DEPTH.
- BREAK VERTICALLY 4 YDS. FROM SIDELINE.
- GAIN DEPTH AND WIDTH AS YOU GO.
- KEEP 5 YD. BOX FROM SIDELINE.
- ADJUST TO FLIGHT OF BALL.
- FOCUS AND FUNNEL BALL IN.
- KEEP FEET IN BOUNDS.

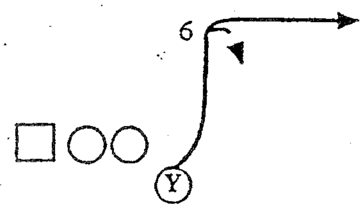
TE PASS ROUTES

Y STICK



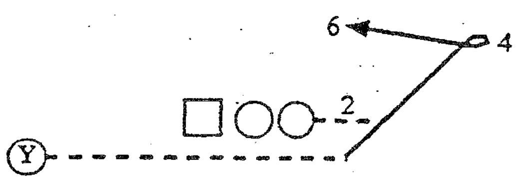
- BEST RELEASE
- PUSH VERTICALLY 14 YDS.
- ZONE - ANGLE BACK TO QB.
- MAN - AT THE TOP OF STEM PLANT AND SLIDE OUTSIDE.
- VS. BLITZ - HOOK UP AT 8 YDS.
- LOCATE QB, FACE UP TARGET.
- CCC

Y OPTION



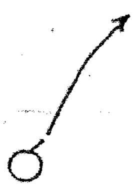
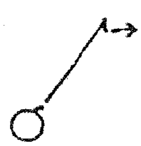
- BEST RELEASE
- MAN - PUSH UP FIELD 6 YDS.
  GOOD HEAD, SHOULDER FAKE INSIDE AND BREAK OUT.
- ZONE - TURN OUTSIDE, FIND OPEN AREA.
- IF HOT BREAK OUT AT 4 YDS.
- LOCATE QB, FACE UP TARGET.
- CCC

Y UNDER



- GO PAST ORIGINAL TE ALIGNMENT 2 YDS. ANGLE UP FIELD TO 4 YDS.
- PIVOT, UNDER CUT COVERAGE GAINING GROUND TO 6 YDS.
- EXPECT TO CATCH THE BALL OVER THE ORIGINAL TE ALIGNMENT.
- LOCATE QB
- CCC

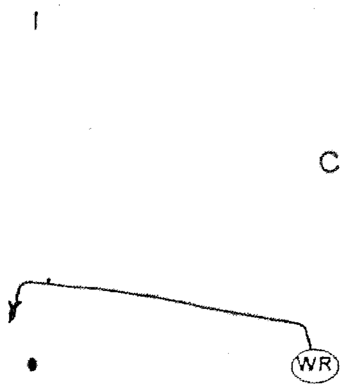
RECEIVER ROUTE GRID

ROUTE	*VISUAL*	*DEPTH*	*ADJUSTMENTS*	*POINTS OF EMPHASIS*
ACTION 8		15 YARD BREAK POINT	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	TRUE POST ROUTE. VERTICAL RELEASE 1 15 YARD DEPTH. NEAR FOOT/SHOULDER HINT AND FINISH AT THE NEAR UPRIGHT (HASH). VS PRESS PREFER ON INSIDE RELEASE, KEEP THE ANGLE HIGH AT THE FINISH.
INSIDE 8		10-12 YARD BREAK POINT	MIDDLE OF THE FIELD OPEN RUN POST, MIDDLE OF THE FIELD CLOSED RUN INSIDE 4	MIDDLE OF THE FIELD OPEN VERTICAL RELEASE AND GIVE QB INDICATOR AT 10-12 YARD DEPTH. KEEP THE POST ANGLE HIGH ON THE FAR SIDE OF THE HASH INSIDE THE COVER 2 CORNER. LET THE BALL DETERMINE YOUR INSIDE ANGLE. MIDDLE OF THE FIELD CLOSED RUN AN INSIDE 4 ROUTE. VS ZONE UNDER CONTROL VS MAN RUN AWAY.
CROSSING 8		30 YARDS ON FAR NUMBERS AREA	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	GET ACROSS THE FIELD WITH SPEED AT AN AIMING POINT OF 30 YARDS DEEP ON THE FAR NUMBERS. CROSS A MIDDLE SAFETY'S FACE. THE ANGLE WILL DEPEND ON THE SAFETY POSITION.
INSIDE 6		8-10 YARDS DEPENDING ON PLAY	RUN AWAY VERSUS BUMP AND RUN	INSIDE ANGLE RELEASE TO A DEPTH OF 8-10 YARDS DEPENDING ON THE PLAY CALLED. SIT DOWN AND UNCOVER IN ZONE. RUN AWAY VS MAN BUMP AND RUN.
ACTION 6		15 YARDS	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	VERTICAL RELEASE TO A DEPTH OF 15 YARDS. REDIRECT YOUR HIPS AND WORK BACK TO THE QB. VS INSIDE SNUG CORNER RETRACE YOUR FOOTSTEPS DOWN THE STEM AND LET THE BALL BRING YOU AWAY FROM THE DEFENDER.

ROUTE: 0

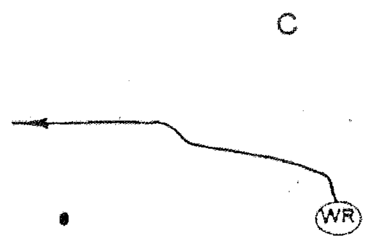
ALIGNMENT: NASTY +2

vs RETREAT ZONE



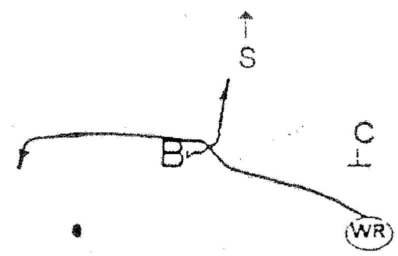
- Take one step upfield and release flat towards the ball.
- Keep your eyes on the under coverage.
- Work off of the far side hook defender.
- Hook-up in open area, 4-6 yds deep.
- You must at least get over center or further.
- Snap around and sit, give the QB your numbers.

vs RETREAT MAN



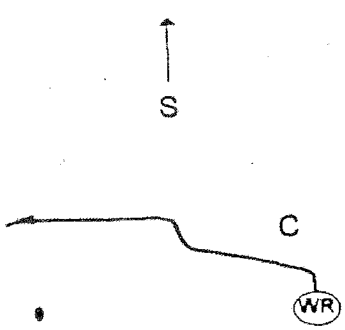
- Take one step upfield and release flat towards the ball.
- Get the corner going and make a staircase move.
- Come out of the staircase flat and accelerate across the field.
- Staircase around the tackle box area to your side.

vs CLOUD



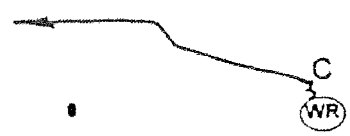
Same as retreat zone.
- Be alert for a wall tech. by the IL
- Vs. wall, make a move upfield a slip underneath the LB'er.
- Continue to your spot, working c of the location of the offside hoc defender.

vs TRAIL



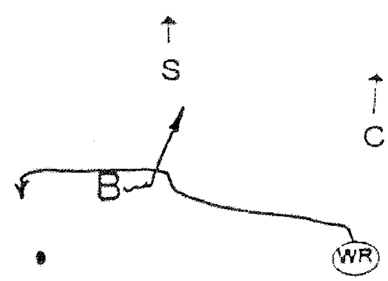
- Take one step-upfield and flatten hard under the corner.
- Staircase the corner.
- Flatten and accelerate across the field.
- If the corner is in a press trail, challenge inside. If you get, take it. If he jumps hard inside, get over the top.

vs BUMP



- Press the corner off the ball with several steps.
- Undercut him and release flat inside.
- Staircase the corner.
- Flatten and accelerate across the field.
- May use stutter instead of of staircase.

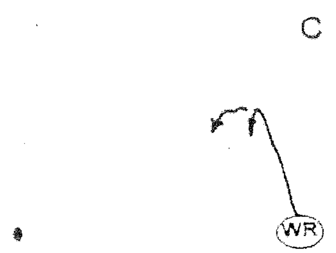
vs QUADS



- Same as cloud.

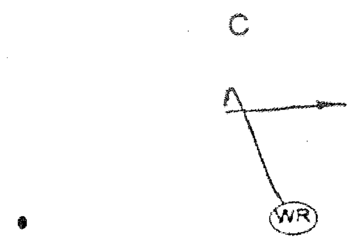
ROUTE: 1 (Spot) ALIGNMENT: Nasty (movement)

vs RETREAT ZONE



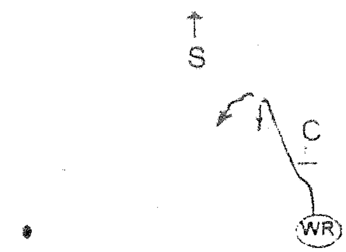
-Angle release inside to a point 4-6 yds. deep and 2-3 yds. inside your alignment.
-Find the "hole".
-Snap around to the QB and give him your numbers.

vs RETREAT MAN



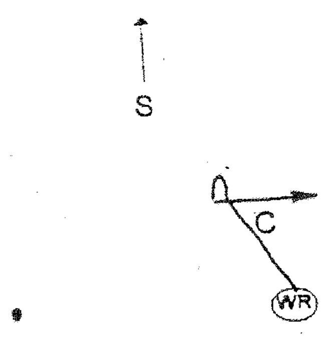
-Angle release inside to a point 4-6 yds. deep and 2-3 yds. inside your alignment.
-Snap around to the QB, pause slightly and accelerate flat outside.

vs CLOUD



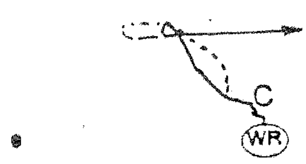
-Same as retreat zone.

vs TRAIL



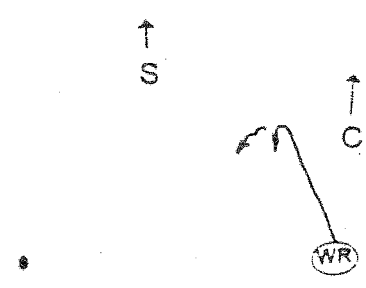
-Angle release inside to a depth of 4-6 yds.
-Undercut a soft tech.
-Stutter and go over the top of a press trail.
-Pivot and accelerate flat outside.

vs BUMP



-Start to angle release as on a "O" route.
-If you get inside, stay on angle course, don't flatten.
-If he blocks you off, go over the top and flatten inside.
-Pivot and accelerate flat outside.

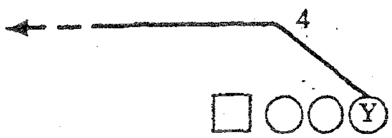
vs QUADS



-Same as retreat zone.

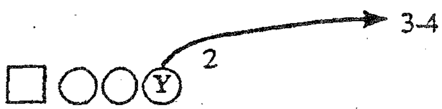
TE PASS ROUTES

ROUTE - SHALLOW CROSS



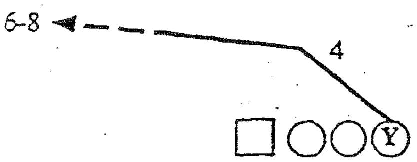
- CROSSING ROUTE NO DEEPER THAN 4 YDS.
- ZONE - INSIDE RELEASE
  ANGLE IN TOWARDS FRONTSIDE LB AND BREAK UNDER HIM.
  RUN PAST BACKSIDE TACKLE BOX.
  FIND THE OPEN AREA, KEEP YOURSELF OPEN.
- MAN - INSIDE RELEASE
  PUSH UP FIELD NO DEEPER THAN 4 YDS.
  BREAK INSIDE AND SEPARATE.
- CATCH, CLUTCH, CONVERT

ROUTE - FLAT



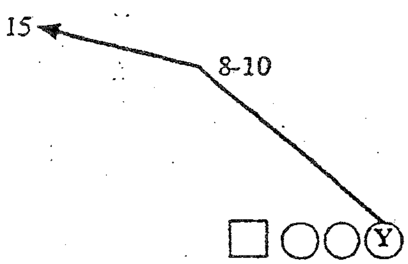
- ZONE - OUTSIDE RELEASE
  PUSH UP FIELD 2 YDS. GAINING WIDTH AND DEPTH TO 3-4 YDS. (DEPTH DETERMINED BY COMBO ROUTE.)
  SIT DOWN 3 YDS. FROM SIDELINE IF BALL HAS NOT BEEN THROWN.
- MAN - OUTSIDE RELEASE
  GIVE A GOOD HEAD SHOULDER FAKE, BREAK OUT AND RUN AWAY.
- FOCUS ON BALL.
- CCC

ROUTE - CROSS



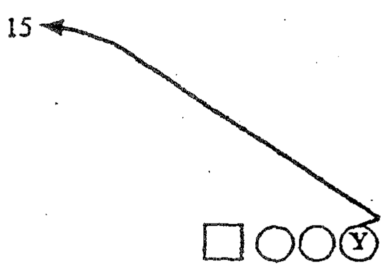
- CROSSING ROUTE 6-8 YDS. DEEP.
- ZONE - INSIDE RELEASE
  ANGLE IN TOWARDS FRONTSIDE LB GAINING DEPTH TO 4 YDS.
  BREAK INSIDE
  AFTER CROSSING THE BACKSIDE TACKLE BOX FIND THE OPEN AREA, KEEP YOURSELF OPEN.
- MAN - INSIDE RELEASE
  PUSH UP FIELD 6-8 YDS. AND BREAK INSIDE.
  SEPARATE

CTION 2 ROUTE



- INSIDE RELEASE
- ANGLE INSIDE PUSHING UP FIELD 8-10 YDS.
- AFTER CROSSING BALL ANGLE TO 15 YDS.
- EXPECT TO CATCH BALL AROUND OPPOSITE HASH.
- ZONE - THROTTLE DOWN
- MAN - KEEP GOING
- FOCUS ON BALL.

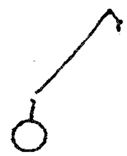
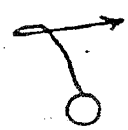
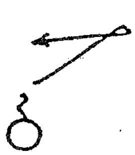
AKED 2 ROUTE



- INFLUENCE STEP, INSIDE RELEASE.
- ANGLE INSIDE GRADUALLY GAINING DEPTH TO 15 YDS.
- GET TO OPPOSITE NUMBERS.
- IF BALL IS NOT THROWN STOP AT NUMBERS AND KEEP YOURSELF OPEN.
- FOCUS ON BALL.

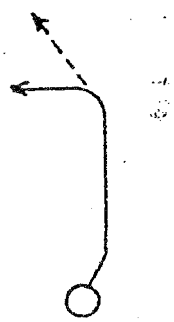
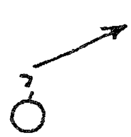
BASIC ROUTE TREE

RECEIVER ROUTE GRID

ROUTE	VISUAL	DEPTH	ADJUSTMENTS	POINTS OF EMPHASIS
2 STOP		12 YARDS OVER THE BALL	RUN IT ROUTE STAYS ON VS ALL COVERAGES	INSIDE RELEASE PUSH TO A DEPTH OF 12 YARDS OVER THE BALL. SIT DOWN IN ZONI AND MOVE BACK TO THE BALL. VS MAN STICK AT THE TOP OF THE ROUTE AND RETURN TO THE QB.
PIGEON (SLANT AND GO)		5 YARD BREAK POINT	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	RUN SLANT COURSE – 3 STEP VERTICAL ROUTE AND SELL HARD INSIDE MOVE. REDIRECT HIPS AND RUN A GO COURSE. MOVE FROM THE SAFETY. VS NO CHALLENGE TAKES 3 STEPS INSIDE MAX. VS WALL CORNER, MAKE A SIGNIFICANT HINT INSIDE (MAY ONLY NEED 1 STEP) BEFORE UPFIELD ACCELERATION.
UNDER		6-8 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	INITIATE ROUTE LIKE A FLAT ROUTE. CLIMB TO A DEPTH OF 4-6 YARDS. PLANT AND PIVOT TOWARD THE LOS AND FINISH BACK INSIDE CLIMBING TO A DEPTH OF 8 YARDS.
ARROW		3-4 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	INITIATE ROUTE LIKE A FLAT ROUTE. SELI FLAT FOR A FEW STEPS THEN PLANT AND COME BACK INSIDE ON A FLAT ANGLE. DO NOT LOOP.
TEEN		6 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	BEGIN ROUTE LIKE A ZERO TO A POINT 6 YARDS DEEP OVER THE BALL. PLANT ANI PIVOT TOWARD THE LOS AND RETURN BACK. THIS IS AN UNDER ROUTE FARTHEI INSIDE.

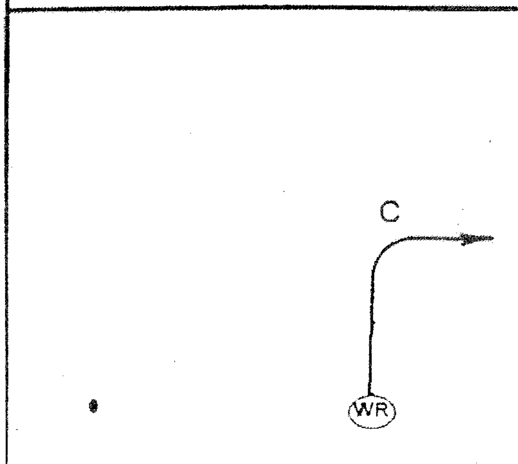
BASIC ROUTE TREE

RECEIVER ROUTE GRID

ROUTE	*VISUAL*	*DEPTH*	*ADJUSTMENTS*	*POINTS OF EMPHASIS*
6 Route (Hook)		12 yards	Run it route stays on vs all corner alignments	Vs free access accelerate on a vertical release to a 12 yd depth. Redirect your hips and return to the QB on a hard angle. Vs a snug inside technique at the top of the break return down the stem away from pressure. Vs Cover 2 widen the corner on your release. Vs Press finish on the move.
7 Route (Deep Out)		16 yards (8 steps)	Run it route stays on vs all corner alignments. Finish based on the corner position. Burst vs tough corner	Vs free access burst release to a vertical path to a 16 yard depth. Stick the top of the route and finish like a 3. Speed cut and get lateral separation. Vs press burst release and finish flat or on a high angle depending on corners position. Vs C/2 roll finish on an angle from 15 to 20 yds.
8 Route (Post)		14 yards at break point (7 steps)	Fade vs any tough corner	Vs free access off outside corner technique, accelerate to a depth of 14 yds (7 steps) on a slight angle at the defenders shoulder. Finish the route up the seam. Vs inside technique stay vertical and cross the defenders face at any angle necessary. Fade any tough corner.
9 Route (Streak)		Close cushion on corner with speed	Run it route stays on vs all corner alignments	Accelerate to close the cushion on the corner. Run the corner down – an outside finish is preferred. If the corner maintains a wide outside relationship, stick him and finish inside. Work your hips in front to stack the DB. Do not fool the QB by double working the route. Leave room in the box on an outside finish.
0 Route (Under)		4-6 yards	Run it route stays on vs all corner alignments	Crossing route to a depth of 4 to 6 yds. Vs zone read drop of LBers. Do what you see in front of you –if a defender is waiting on the other side sit down at the far tight end area or wider. No defender, keep on the move. Vs man run away, you may have to stairstep to get separation.

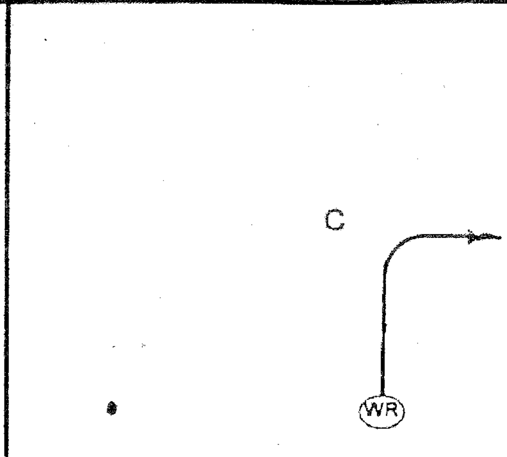
ROUTE: 3 ALIGNMENT: INSIDE

vs RETREAT ZONE



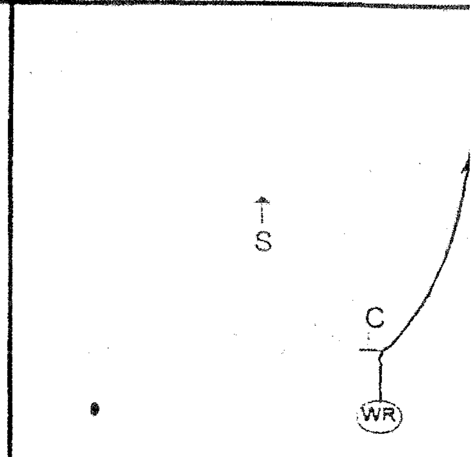
-Stem release.
-Speed cut out on the third inside step.
-Be tight in the turn.

vs RETREAT MAN



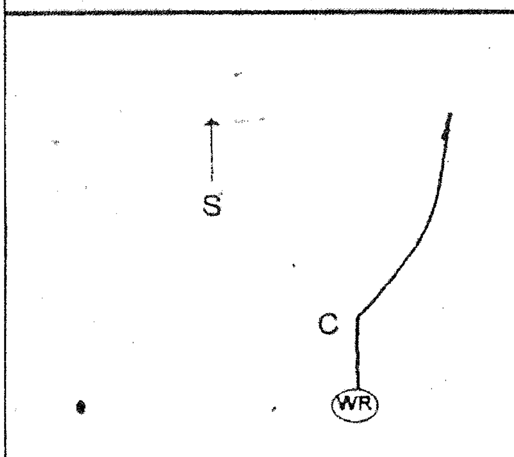
-Same as retreat zone.

vs CLOUD



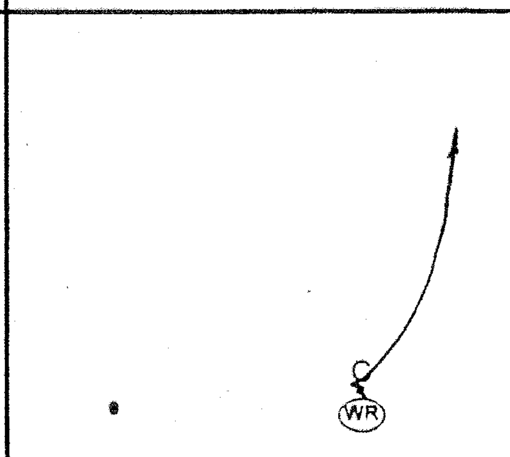
Conversion
-Short stem, no deeper than 5 yds
-Squeeze the corner outside and fade.

vs TRAIL



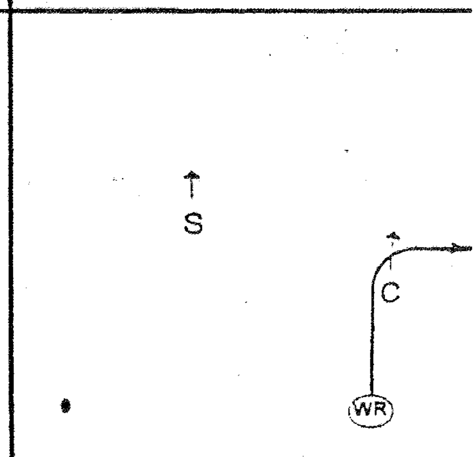
Conversion
-Short stem and deeper than 5 yds.
-Fade to a point 20 yds. deep and 2 yds. from the sideline.

vs BUMP



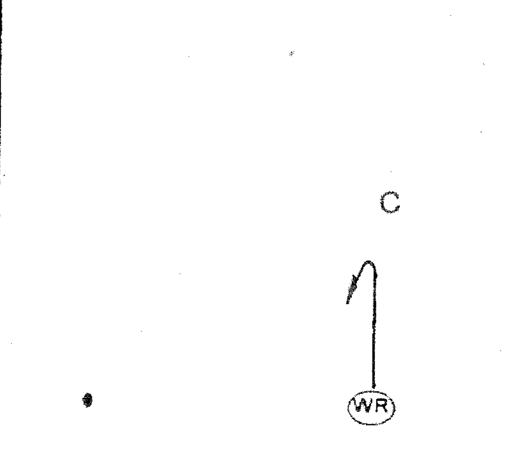
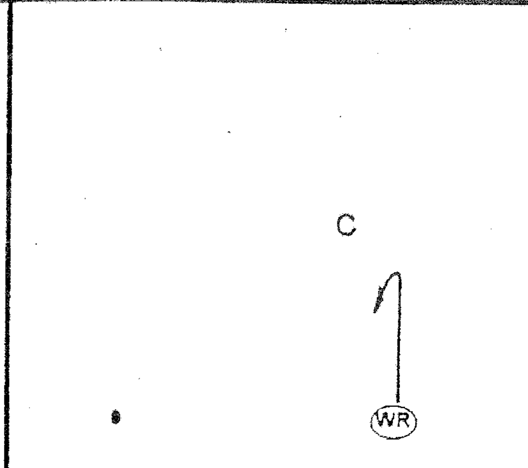
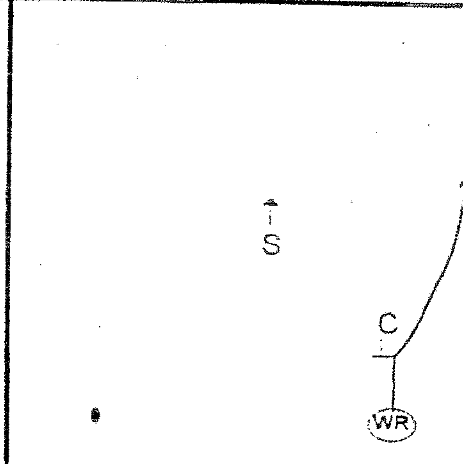
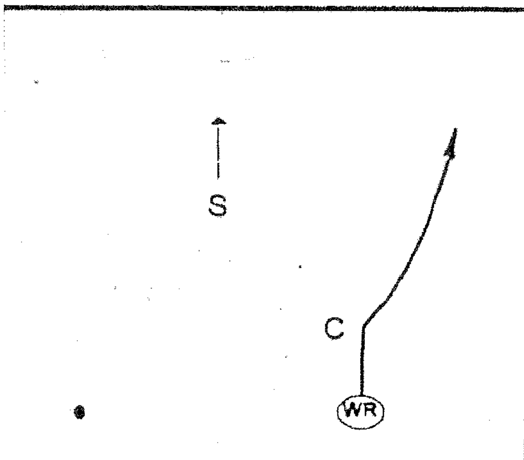
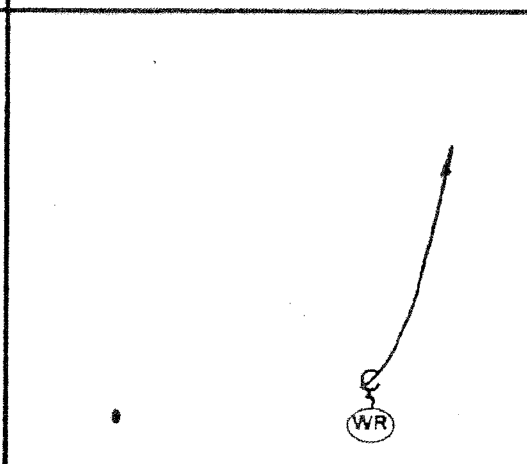
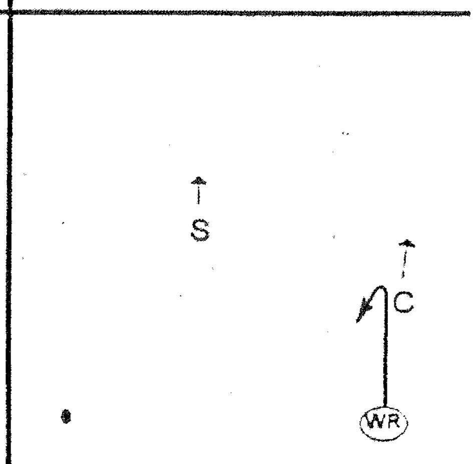
Conversion
-Move the corner inside and fade.
-Fade to a point 20 yds. deep and 2 yds. from the sideline if the corner has help.

vs QUADS



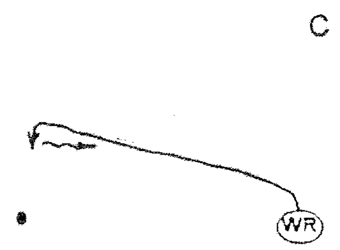
-Same as retreat corner.

ROUTE:QUICK 4 ALIGNMENT: WIDE 2

<table>
<tr><th>vs RETREAT ZONE</th><th>vs RETREAT MAN</th><th>vs CLOUD</th></tr>
<tr>
<td>
</td>
<td>
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</tr>
<tr>
<td>-Stem to 6 yds. deep.
-Sink the hips and plant the outside feet.
-Snap around to the QB.
-Think outside after the catch.</td>
<td>-Same as retreat zone.</td>
<td>Conversion
-Short stem no deeper than 5 yd
-Squeeze the corner outside anc fade.</td>
</tr>
<tr><th>vs TRAIL</th><th>vs BUMP</th><th>vs QUADS</th></tr>
<tr>
<td>
</td>
<td>
</td>
<td>
</td>
</tr>
<tr>
<td>Conversion
-Short stem no deeper than 5 yds.
-Fade to a point 20 yds. deep and 2 yds. from the sideline.</td>
<td>Conversion
-Move the corner inside and fade.
-Fade to a point 20 yds. deep and 2 yds. from the sideline if the corner has help.
-Stay steep if no help.</td>
<td>-Same as retreat corner.</td>
</tr>
</table>

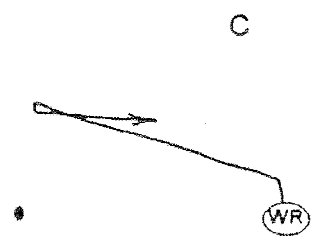
ROUTE: 1 (PIVOT) ALIGNMENT: NASTY (Movement)

vs RETREAT ZONE



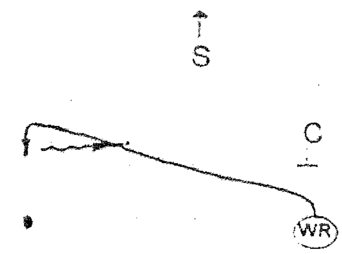
-Release on a flat crossing angle.
-Hook-up over the ball 6-8 yds. deep.
-Snap around to the QB.
-Press a wall LB'er and work back outside and get open.

vs RETREAT MAN



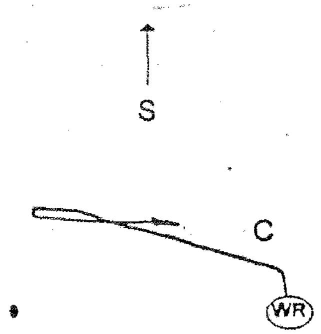
-Release on a flat crossing angle.
-Pivot over the ball 6-8 yds. and accelerate flat outside.

vs CLOUD



-Same as retreat zone.

vs TRAIL



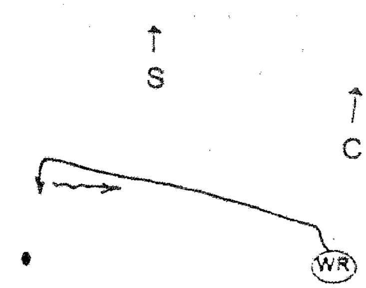
-Release inside on a crossing angle.
-Pivot over the ball and accelerate flat outside.
-Vs. press trail, may go over the top. Flatten across to the ball 6-8 yds., pivot and accelerate flat outside.

vs BUMP



-Release hard inside on a crossing angle.
-Pivot over the ball 6-8 yds. and accelerate flat ouside.
-If he blocks you off, go over the top and flatten to the ball. Pivot and accelerate flat outside.

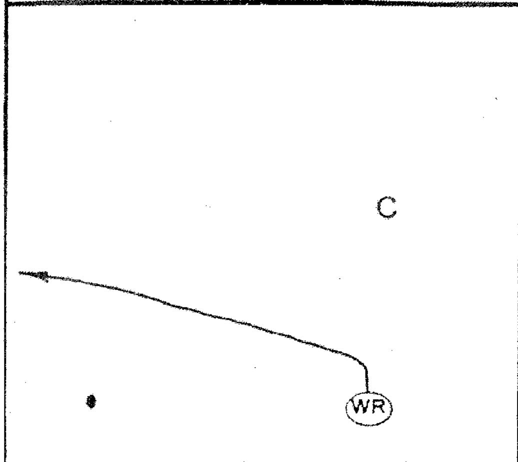
vs QUADS



-Same as retreat zone.

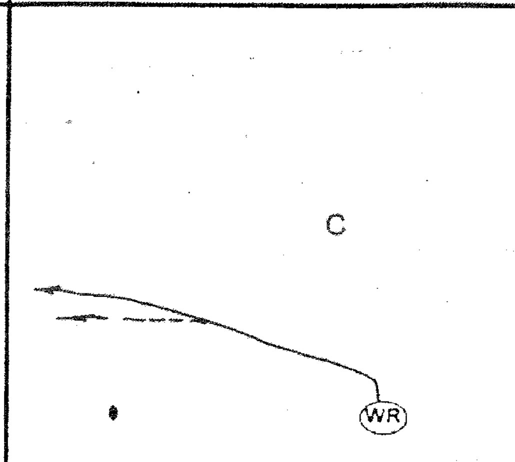
ROUTE: 2 ALIGNMENT: NASTY

vs RETREAT ZONE



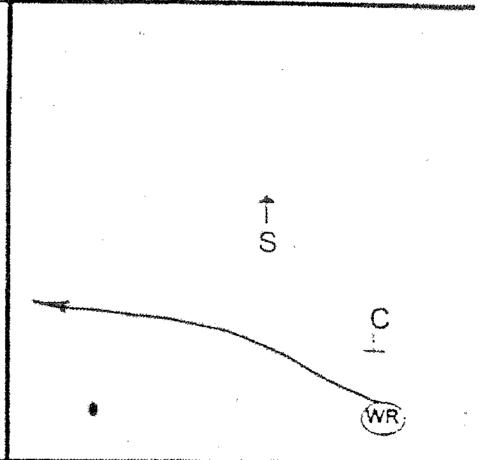
-Take one step upfield and run across the field 6-8 yds deep.

vs RETREAT MAN



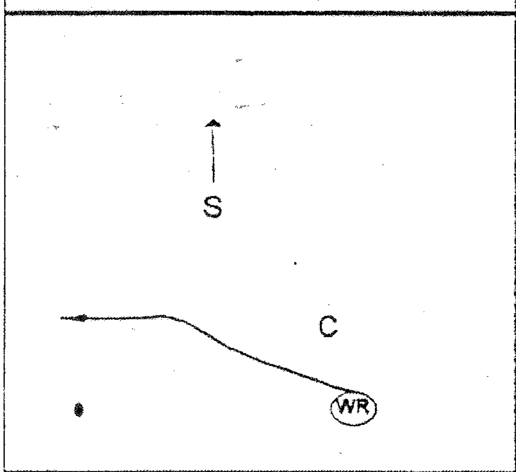
-Same as retreat zone.
-When crossing opposite an "O" route, flatten and sqeeze the "O".

vs CLOUD



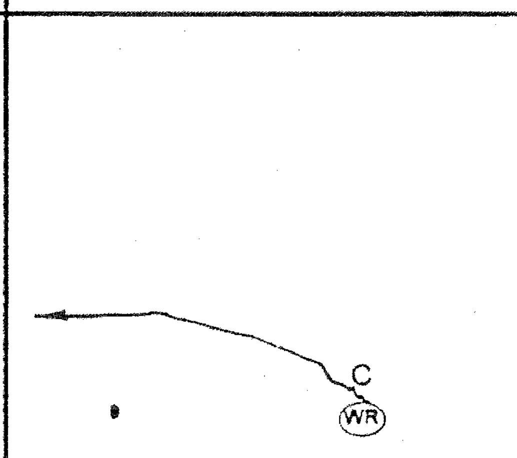
-Same as retreat zone.
-Be alert for wall LB'er. Set him and work over the top.

vs TRAIL



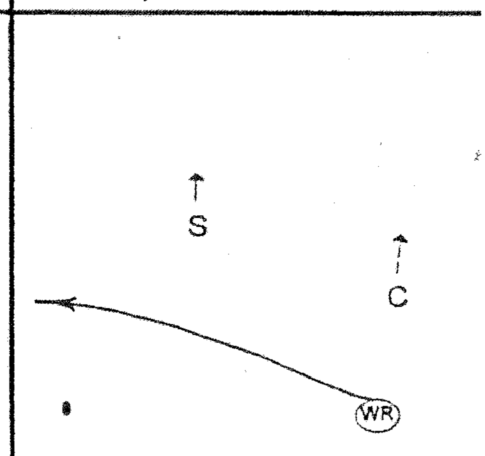
-Inside release and start on crossing route.
-Level off at 6-8 yds.

vs BUMP



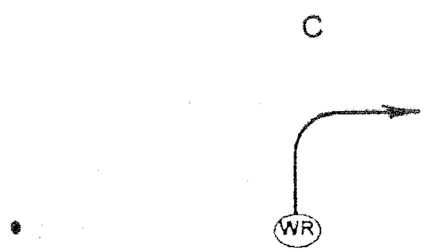
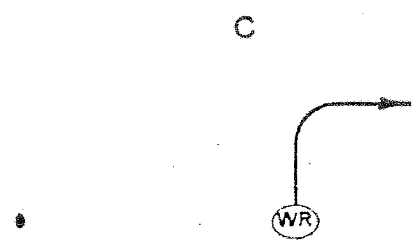
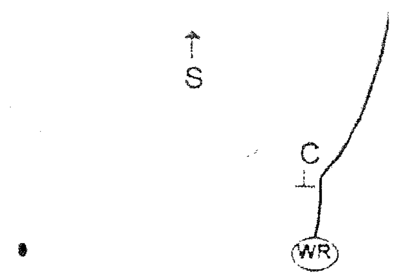
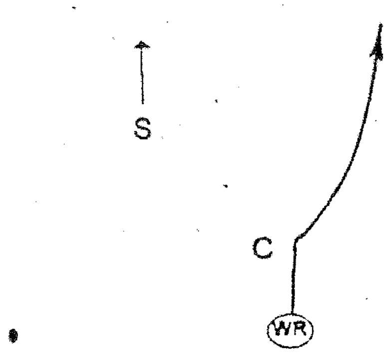
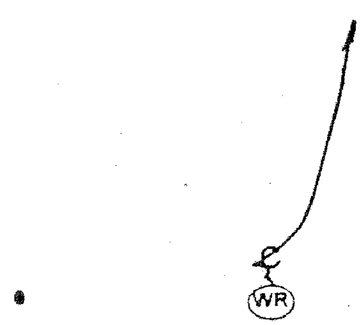
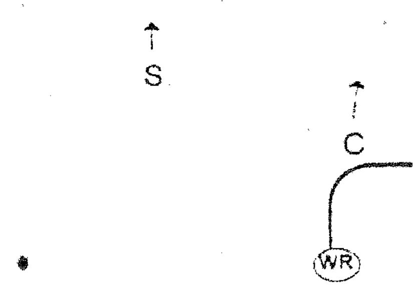
-Inside release and start on crossing route.
-Level off at 6-8 yds.
-If corner blocks you off, go over the top and level off.

vs QUADS



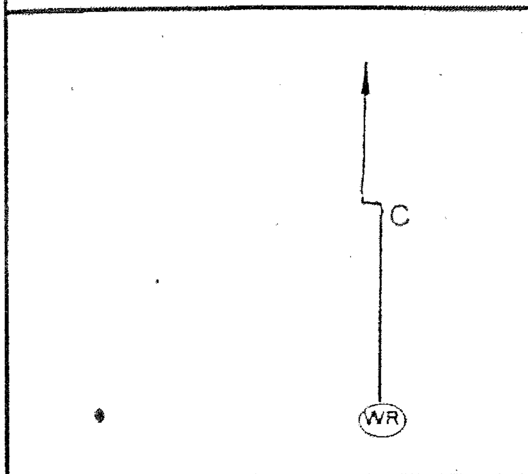
-Same as retreat corner.
-Be alert for wall LB'er. Set him a
work over the top.

ROUTE: QUICK 3 ALIGNMENT: INSIDE

<table>
<tr><th>vs RETREAT ZONE</th><th>vs RETREAT MAN</th><th>vs CLOUD</th></tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>-Stem release.
-Speed cut out on the first inside step.
-The route should level off at about 5 yds.</td>
<td>-Same as retreat zone.</td>
<td>Conversion
-Short stem, no deeper than 5 y
-Squeeze the corner outside and fade.</td>
</tr>
<tr><th>vs TRAIL</th><th>vs BUMP</th><th>vs QUADS</th></tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Conversion
-Short stem no deeper than 5 yds.
-Fade to a point 20 yds. deep and 2 yds. from the sideline.</td>
<td>Conversion
-Move the corner inside and fade.
-Fade to a point 20 yds. deep and 2 yds. from the sideline if the corner has help.</td>
<td>-Same as retreat corner.</td>
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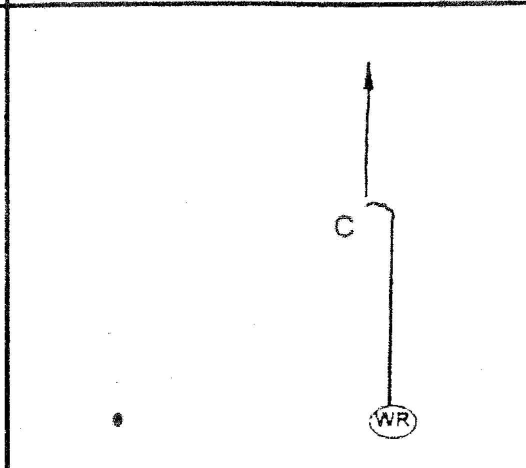
ROUTE: 4 CHOP — ALIGNMENT: TIGHT Z

vs RETREAT ZONE



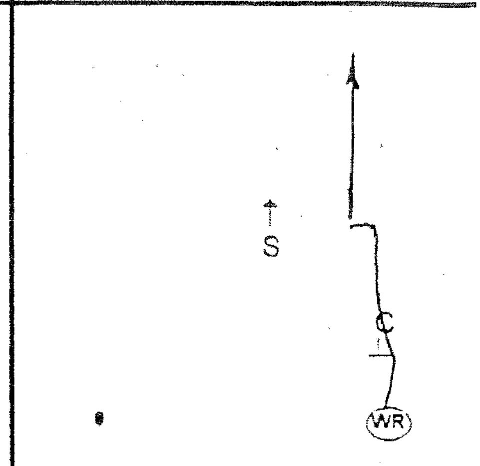
- -Stem to 13 yds.
- -Chop your feet and turn your eyes and shoulders to the QB.
- -Slight pause and explode upfield.
- -Be alert, avoid jam.

vs RETREAT MAN



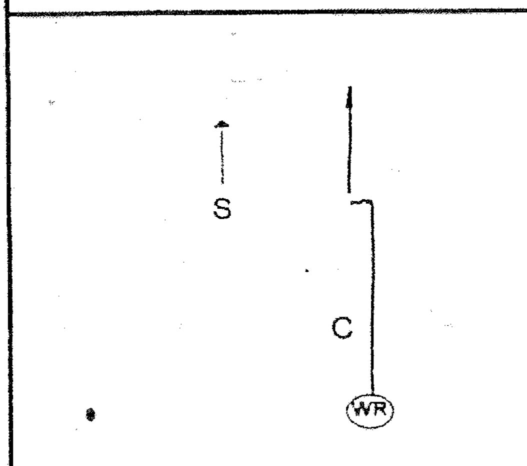
- -Same as retreat zone.

vs CLOUD



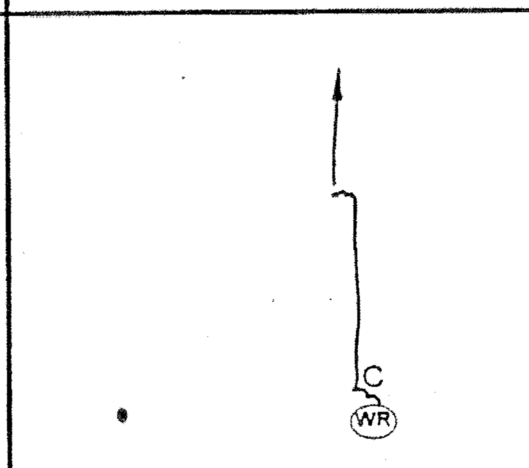
- -Short stem and squeeze inside the corner.
- -Same technique as retreat zone.

vs TRAIL



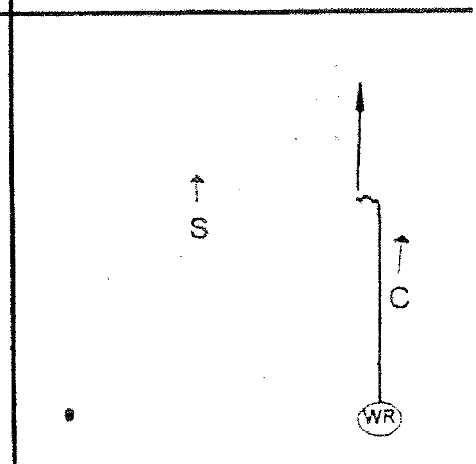
- -Same as retreat zone.

vs BUMP



- -Set the corner inside.
- -Same as retreat zone.

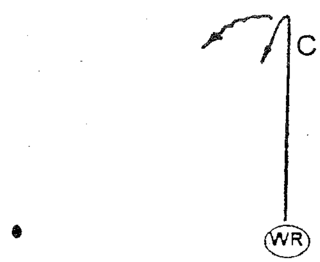
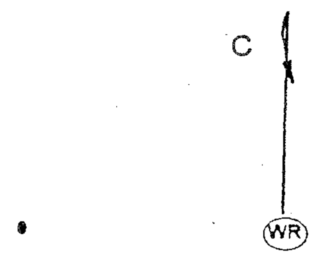
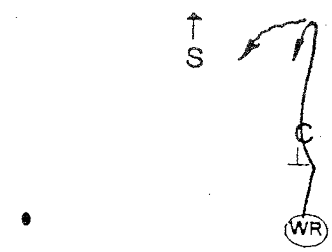
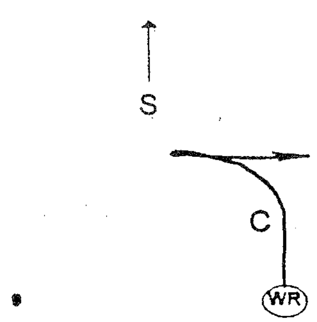
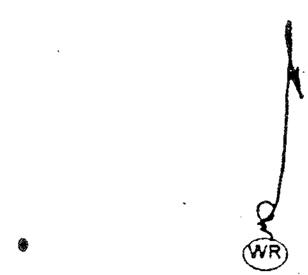
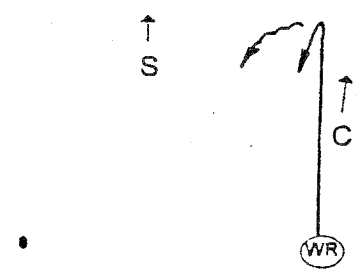
vs QUADS



- -Same as retreat zone.

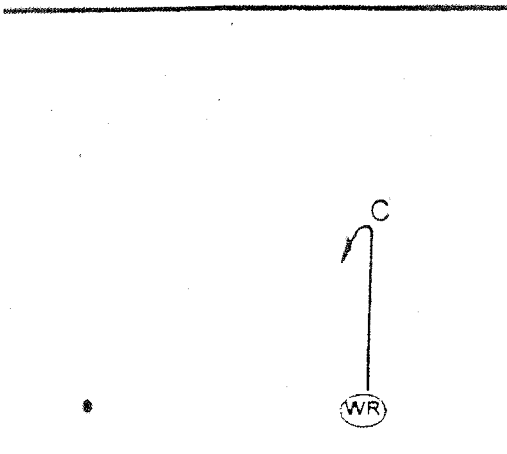
ROUTE: 4 ALIGNMENT: TIGHT 2

***Play Action 4's- Deepen the route 2 yards (15 yds). They are "Run-it" 4's.**

vs RETREAT ZONE	vs RETREAT MAN	vs CLOUD
		
-Stem to 12 yds. deep. -Sink the hips and plant the outside foot. -Snap around to the QB. Move under control to the ball. -Move to the next hole inside vs. wide defender. -Be alert during stem of a wide defender.	-Stem to 12 yds. deep. -Sink the hips and plant the outside foot. -Snap around and work back down the stem.	-Release at the outside number widen him. -Squeeze the corner inside. -Angle slightly out to a spot 12 y deep over original alignment. -Sink the hips, plant the outside f -Snap around to the QB.
vs TRAIL	**vs BUMP**	**vs QUADS**
		
-Short stem, get over the top and flatten inside at a depth of 10 yds. -Pivot and explode back outside. -Lose a little ground coming out.	-Use retreat man tech. vs. a corner on the same level (hip-to-hip). -Use trail tech. vs. a corner trailing.	-Same as retreat zone.

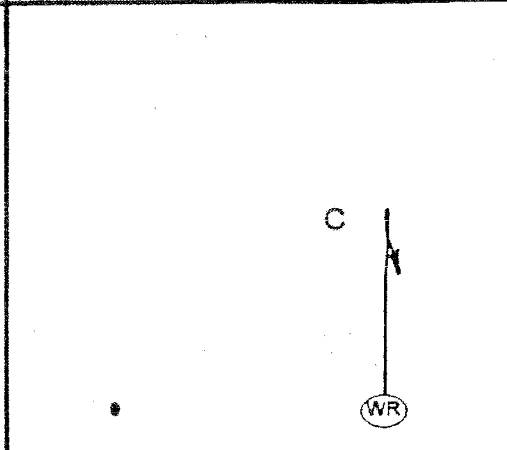
ROUTE: SHORT 4 **ALIGNMENT: MAX**

vs RETREAT ZONE



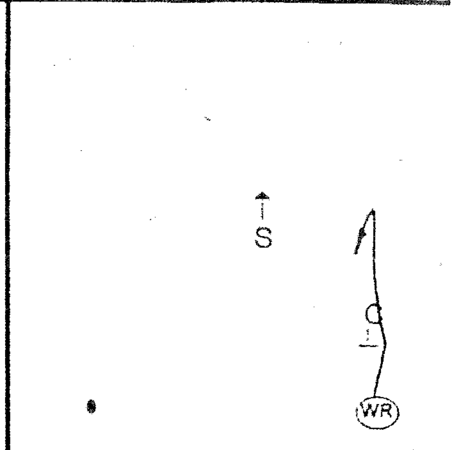
-Stem to 8 yds. deep.
-Sink the hips and plant the outside foot.
-Snap around to the QB.

vs RETREAT MAN



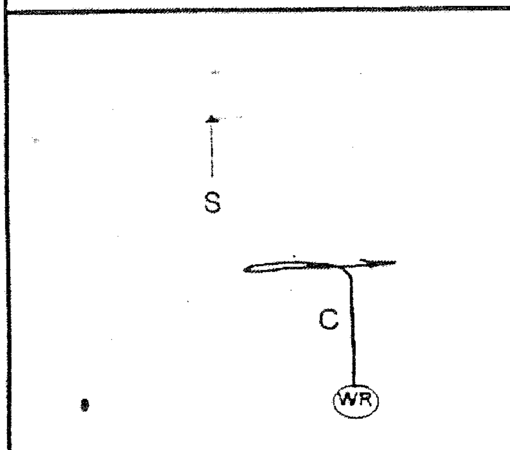
-Same as retreat zone.

vs CLOUD



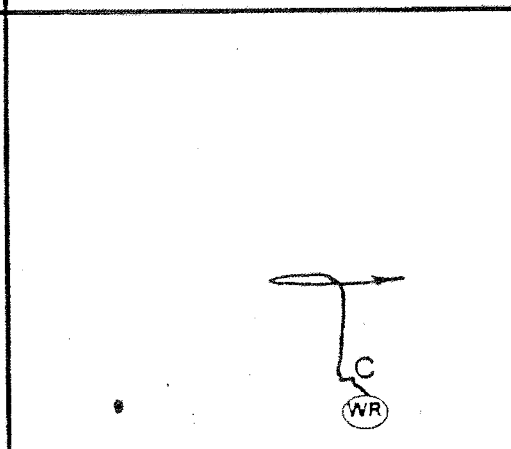
-Release to the outside number the corner to widen him.
-Squeeze the corner inside.
-At 8 yds. sink the hips and plant the outside foot.
-Snap around to the QB.

vs TRAIL



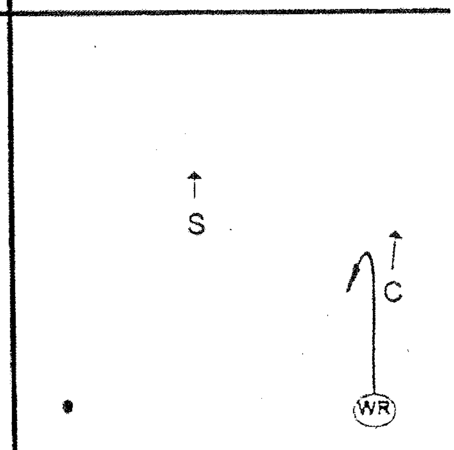
-Use "juke" tech.

vs BUMP



-Use "juke" tech.

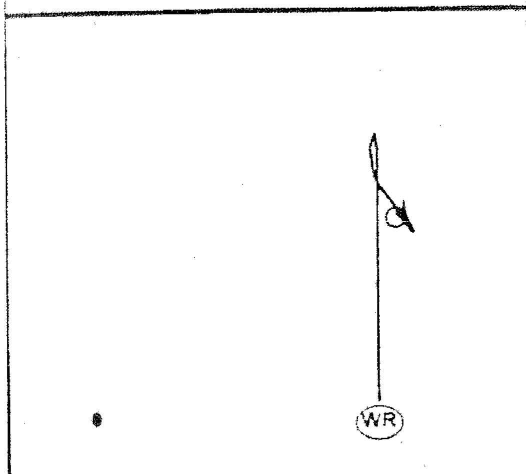
vs QUADS



-Same as retreat zone.

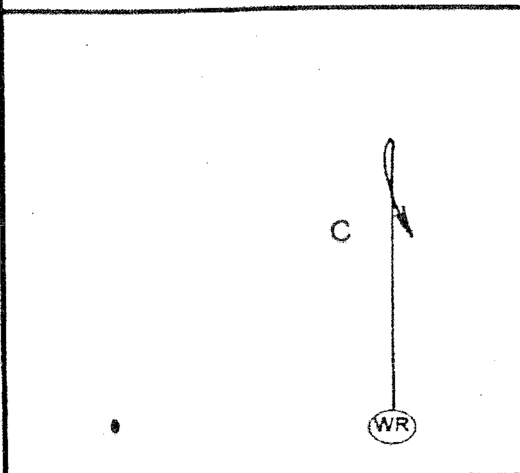
ROUTE: PIVOT 5 ALIGNMENT: BASE 12

vs RETREAT ZONE



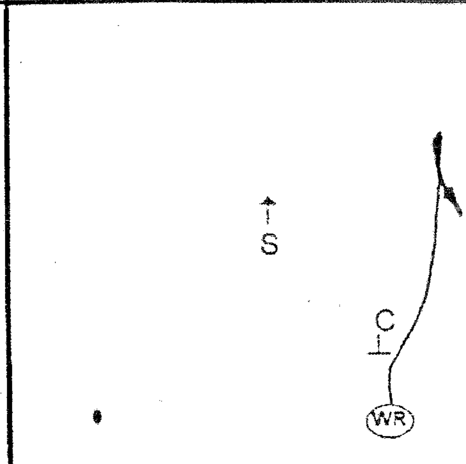
-Stem release.
-At 15 yds. sink your hips, plant with the outside foot and snap around.
-Don't "back" out of the break. Come back down the stem and work outside.

vs RETREAT MAN



-Same as retreat zone.

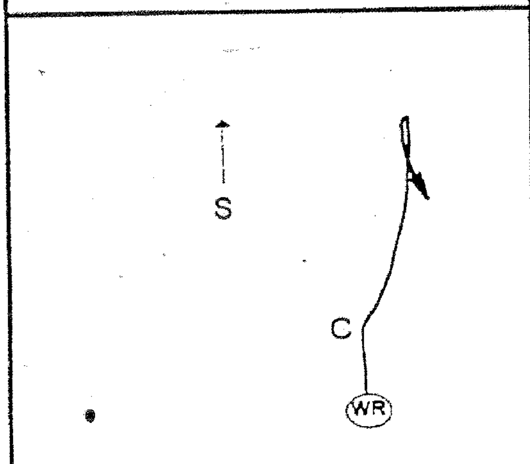
vs CLOUD



-Short stem, no deeper than 5 yd
-Outside release, squeeze the comerand finish the route as if retreat zone.

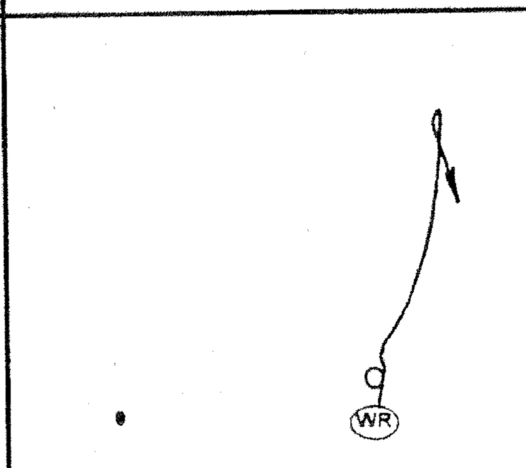
*No conversion. All pivot 5's are run-its.

vs TRAIL



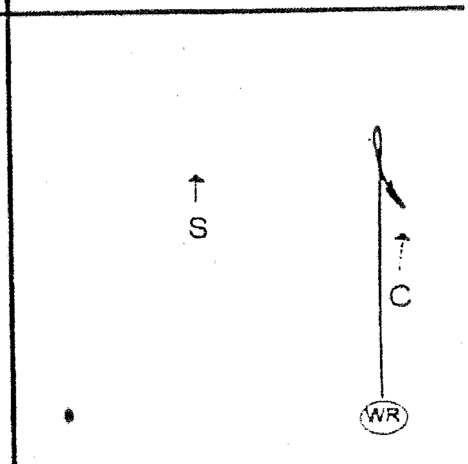
-Same as cloud.

vs BUMP



-Same as cloud.
-Sell the fade.

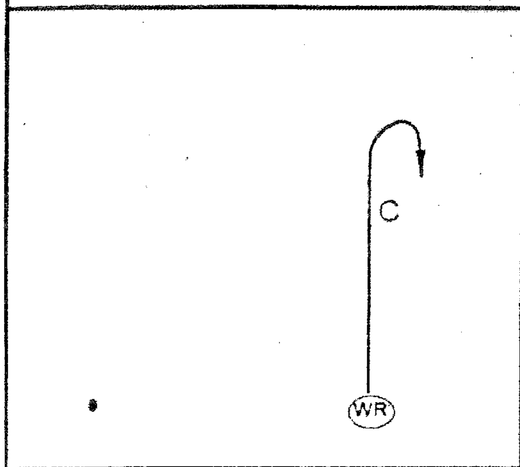
vs QUADS



-Same as retreat zone.

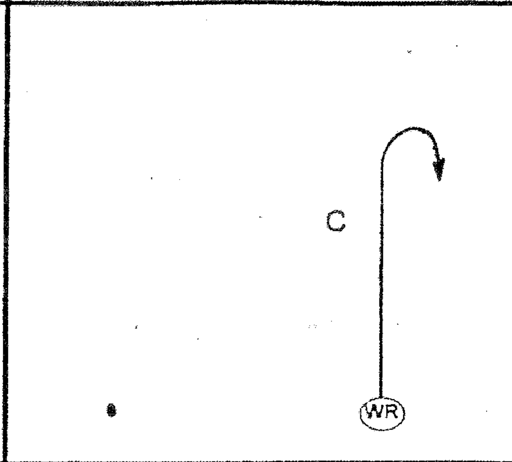
ROUTE: 5 **ALIGNMENT: BASE**

vs RETREAT ZONE



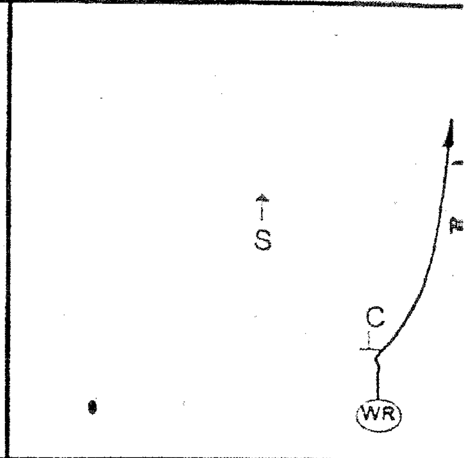
-Stem release, hold your line. Sell the route as a 9.
-Break out at 18 yds. run out of the cut.
-Don't lean into cut or chop your feet.
-Finish hard back down the sideline.

vs RETREAT MAN



-Same as retreat zone.

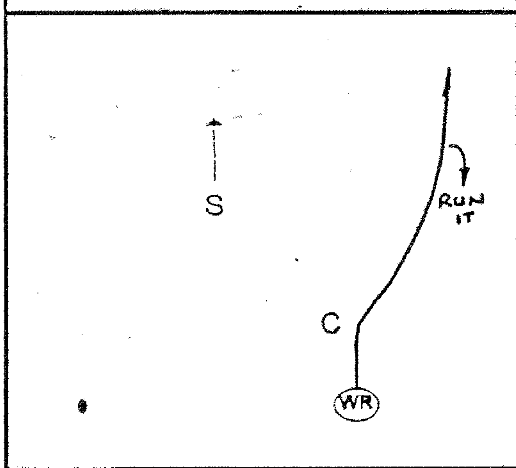
vs CLOUD



-Short stem, no deeper than 5 yd
-Squeeze the corner outside and fade.

*If it is a "run-it", outside release, squeeze the corner and finish the route as if retreat zone.

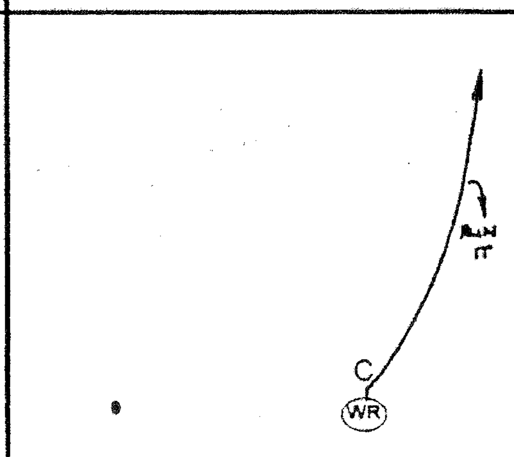
vs TRAIL



-Short stem, no deeper than 5 yds.
-Fade to a point 20 yds. deep and 2 yds. from the sideline.

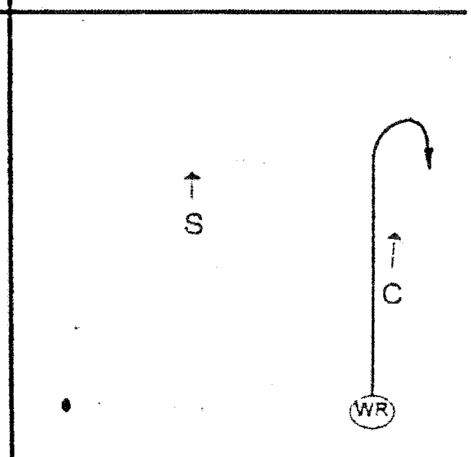
*If it is a "run-it", outside release and run the route - no conversion.

vs BUMP



-Same as trail.

vs QUADS

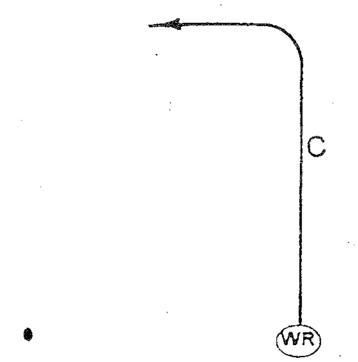


-Same as retreat zone.

ROUTE: 6 ALIGNMENT: E SE

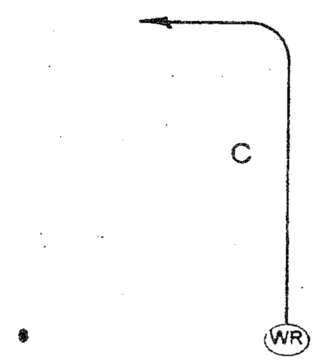
*Play Action 6's- use inside angle release and shorten the route by 2 yds- (18yds)

vs RETREAT ZONE



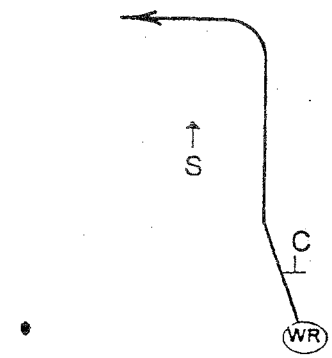
-Stem release.
-Initiate speed cut in at 17-18 yds. Finish at 20 yds.
-BE TIGHT IN THE TURN, lose 1 yd. back to QB after leveling at 20 yds.
-Be alert for the ball immediately out of break.
-May use outside move at top of stem as change-up.

vs RETREAT MAN



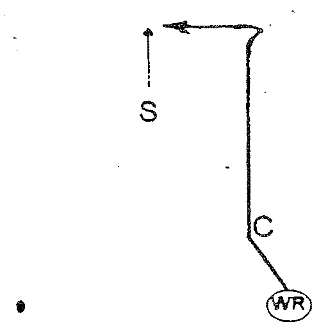
-Same as retreat zone.

vs CLOUD



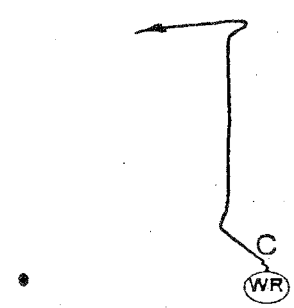
-Inside angle release.
-Stem and speed cut in at 17-18 yd Finish at 20 yds.
-Be tight in the turn, lose 1 yd. back to the QB after leveling at 20 yds.
-Be alert for the ball immediately out of the break.

vs TRAIL



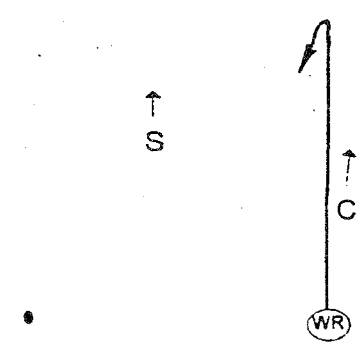
-Inside angle release, get inside the corner if you can - otherwise, work over the top and stem to 17-18 yds.
-Set him with an outside move or stutter.
-Break in and accelerate across losing 1 yd. back towards the QB.

vs BUMP



-Same as trail.
-Must move the corner!

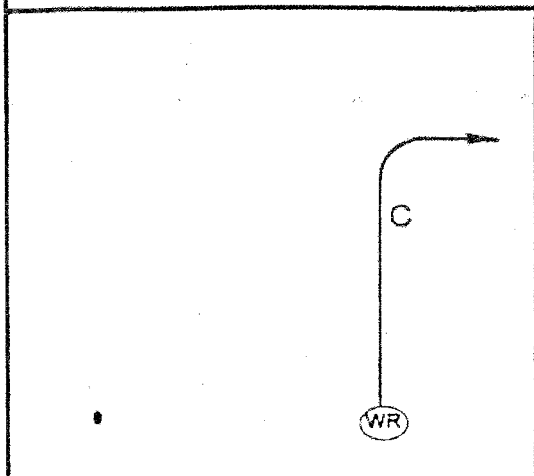
vs QUADS



Conversion
-Stem release.
-Confirm the coverage.
-At 18-20 yds. sink your hips, plant with your outside feet and snap around to QB.
-May take inside angle release if un sure coverage.

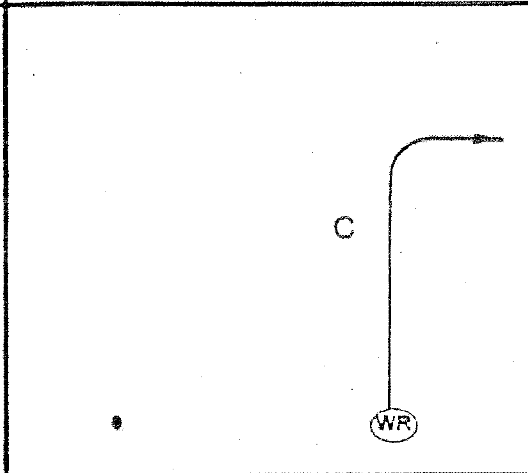
ROUTE: 7 ALIGNMENT: INSIDE

vs RETREAT ZONE



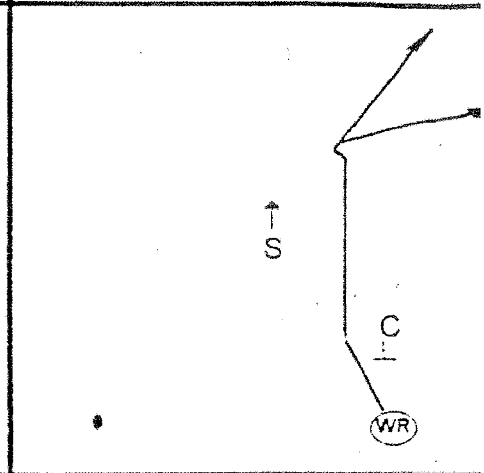
- Stem release (unless play dictates other-wise).
- Speed cut out on the fourth inside step.
- Be tight in the turn.
- No body language, or lean.

vs RETREAT MAN



- Same as retreat zone.

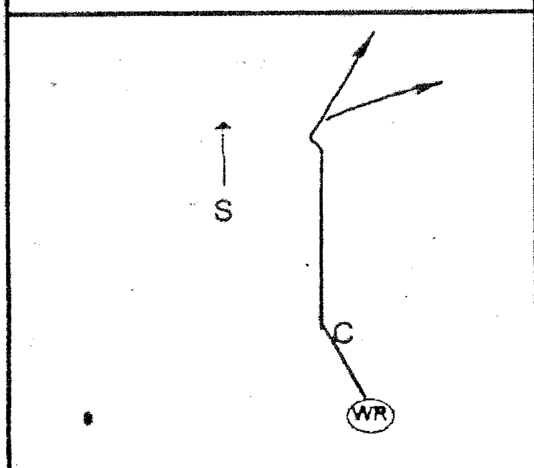
vs CLOUD



Conversion

- Inside angle release.
- Stem to 15 yds.
- Locate the safety. If he is inside your stem take a high angle to th corner (front flag). If he is a hea or outside, flatten your angle out to a spot 20-22 yds. deep on the sideline.
- Set the safety with inside move a top of stem.

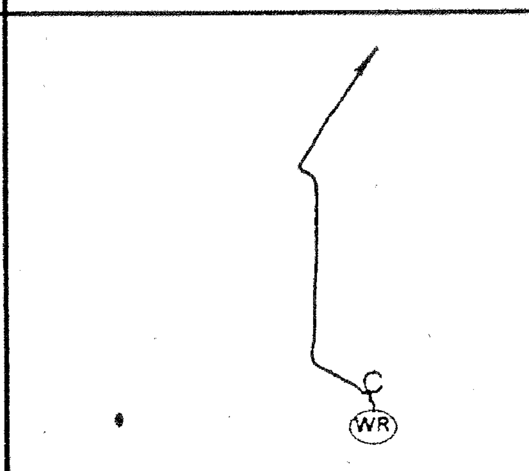
vs TRAIL



Conversion

- Inside angle release. If the corner blocks you off, work back over the top.
- Stem to 15 yds. and set him with an inside move.
- Locate the safety. If he is inside your stem, take a high angle to the corner (front flag). If he is head-up or outside, flatten your angle to a spot 20-22 yds. on sideline.

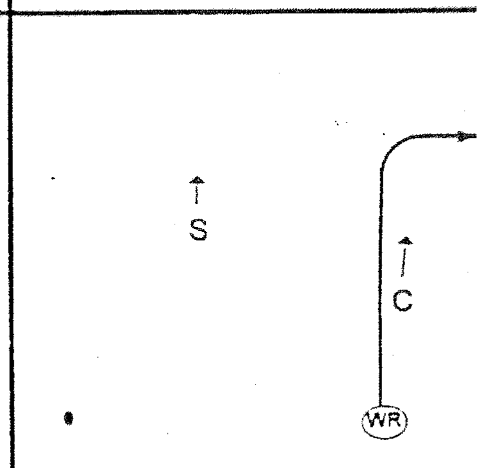
vs BUMP



Conversion

- Same as trail on release and stem. Take high angle to the corner (front flag).

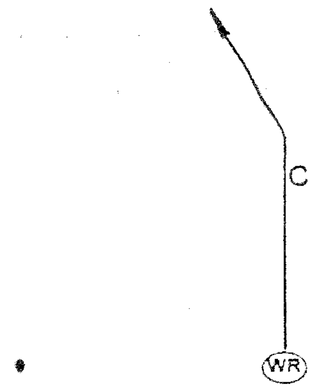
vs QUADS



- Same as retreat zone.
- If the coverage is misread as co roll, run speed cut from inside angle release.

ROUTE: DEEP 8 — ALIGNMENT: TIGHT 2

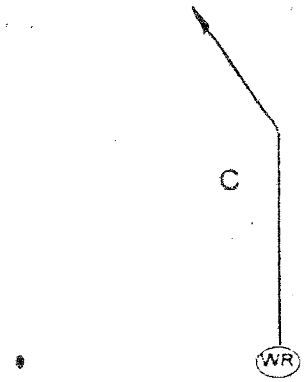
vs RETREAT ZONE



M.F.C.

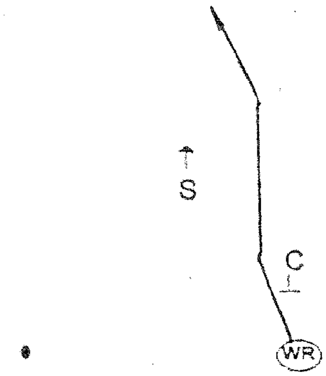
- Stem release.
- At 15 yds. break in on an angle to the far upright.
- You must collect the safety or expect the ball deep.

vs RETREAT MAN



- Same as retreat zone.

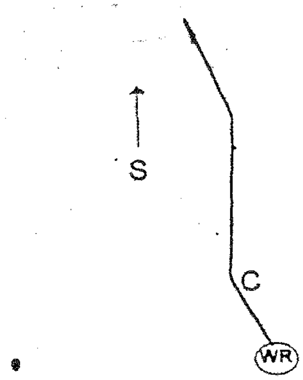
vs CLOUD



M.F.O.

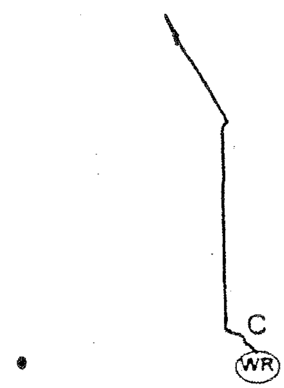
- Inside angle release.
- Break in on an angle through t outside shoulder of the safety.
- You must collect the safety or the ball deep.

vs TRAIL



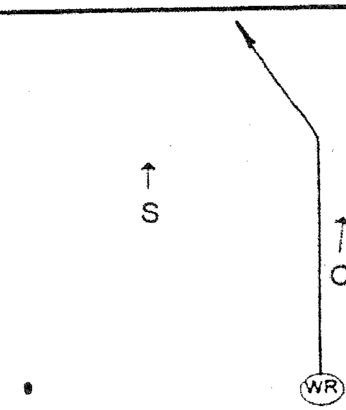
- Inside angle release.
- Break in on an angle through the outside shoulder of the safety.
- You must collect the safety or expect the ball deep.

vs BUMP



- Move the corner inside.
- Stem to 15 yds. and break in on an angle to the far upright.

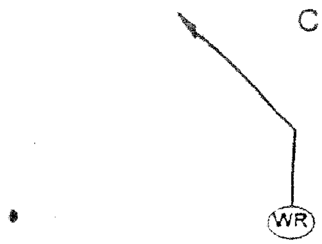
vs QUADS



- Same as retreat zone.

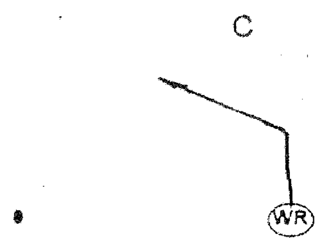
ROUTE: QUICK 8 ALIGNMENT: BASE

vs RETREAT ZONE



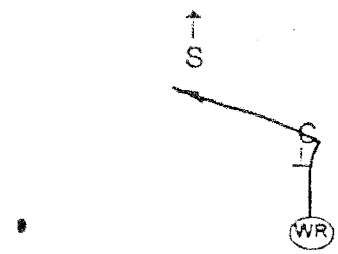
-Stem release.
-Break in on a 45 degree angle off of the second outside step.
-Adjust the angle of the Slant according to the undercoverage. Stay behind the undercoverage defenders.

vs RETREAT MAN



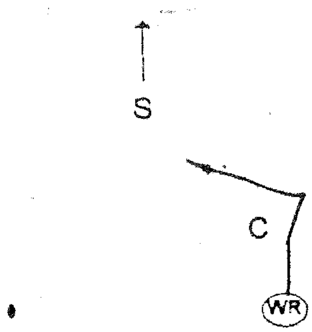
-Stem release.
-Breeak in on a flat angle off of the second outside step. Be sudden!

vs CLOUD



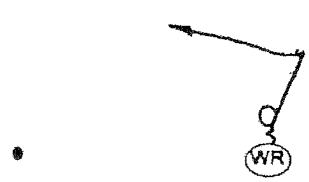
-Release at the outside number of the corner.
-Break in on a Slant course at 5-6 yds.
-Take an angle that puts you unde the safety and behind the undercoverage.

vs TRAIL



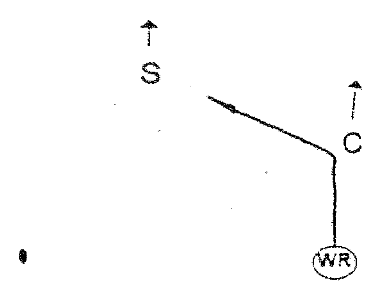
-Take a slight outside release and sell the fade.
-Undercut the corner on a flat slant course at 5-6 yds.
-If the corner is in a press trailo, set himoutside and go over the top. Cut him off.

vs BUMP



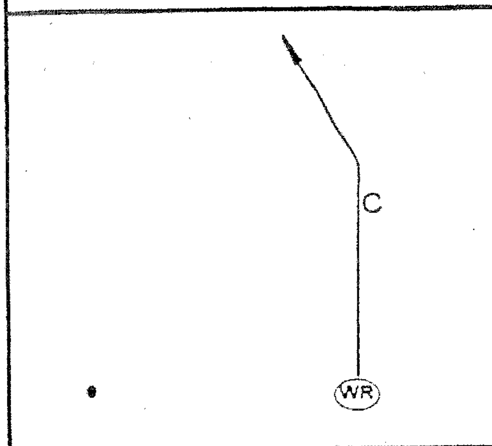
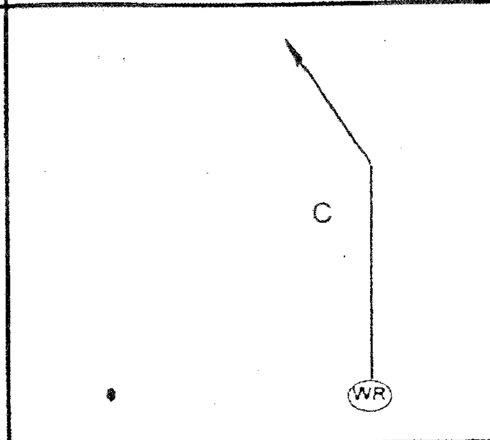
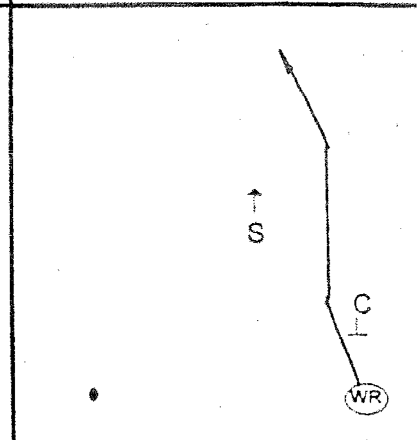
-Take a slight outside release and sell the fade.
-Undercut the corner on a flat slant course.
-If you can get inside immediately, do-so.

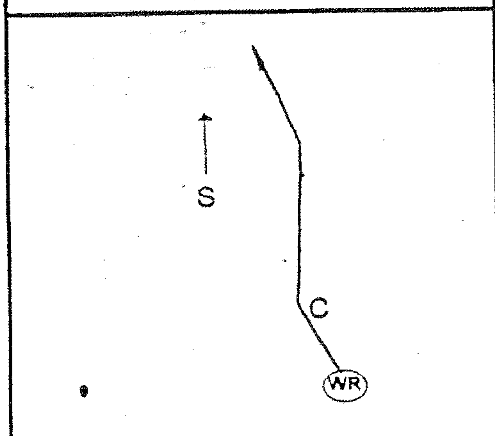
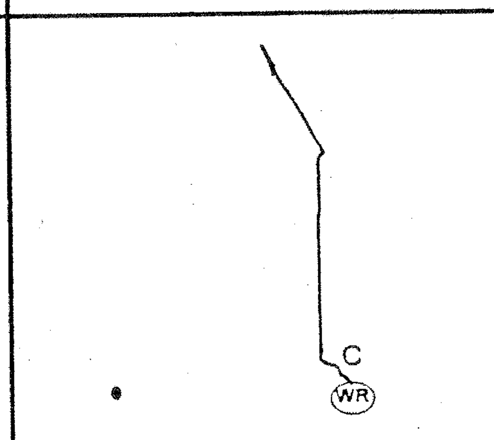
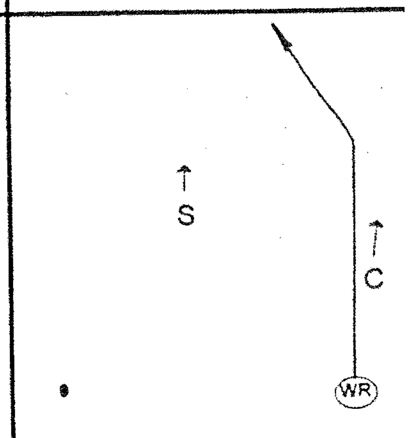
vs QUADS



-Stem release.
-Break on Slant on the second outside step.
-Take an angle that puts you und the safety and behind the undercoverage.

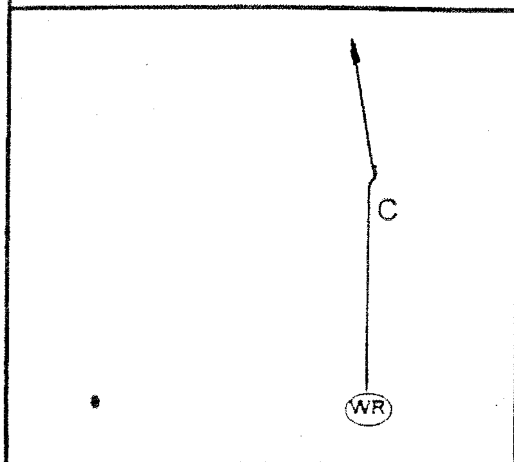
ROUTE: DEEP 8 ALIGNMENT: TIGHT 2

vs RETREAT ZONE	vs RETREAT MAN	vs CLOUD
		
M.F.C. -Stem release. -At 15 yds. break in on an angle to the far upright. -You must collect the safety or expect the ball deep.	-Same as retreat zone.	M.F.O. -Inside angle release. -Break in on an angle through t outside shoulder of the safety. -You must collect the safety or the ball deep.

vs TRAIL	vs BUMP	vs QUADS
		
-Inside angle release. -Break in on an angle through the outside shoulder of the safety. -You must collect the safety or expect the ball deep.	-Move the corner inside. -Stem to 15 yds. and break in on an angle to the far upright.	-Same as retreat zone.

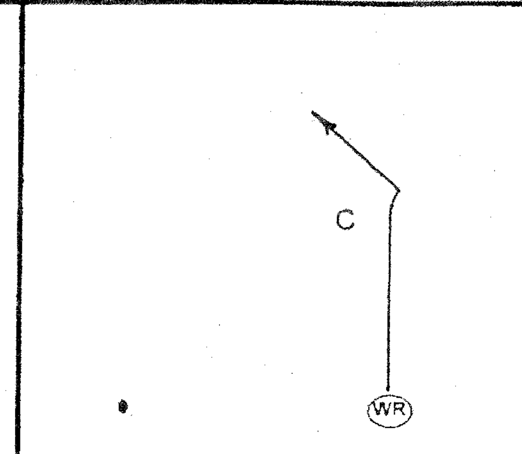
ROUTE: FIRM 8 ALIGNMENT: INSIDE

vs RETREAT ZONE



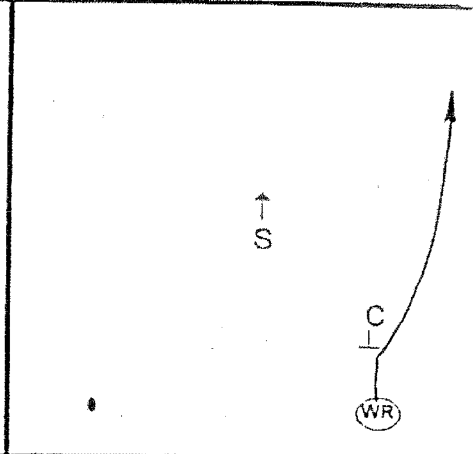
-Stem release.
-On the 4th outside step break in on a skinny post.
-Snap the head around, and locate the ball. This is a firm throw.
-Should catch the ball 2 yds. inside original alignment 22-24 yds. deep.
-May set the corner with outside nod on 4th step.

vs RETREAT MAN



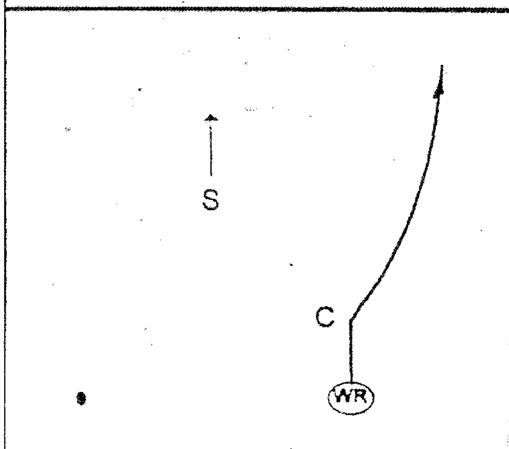
-Stem release.
-On the 4th outside step break in on a post.
-Take an angle enough to get underneath the corner.
-May set the corner with an outside move.

vs CLOUD



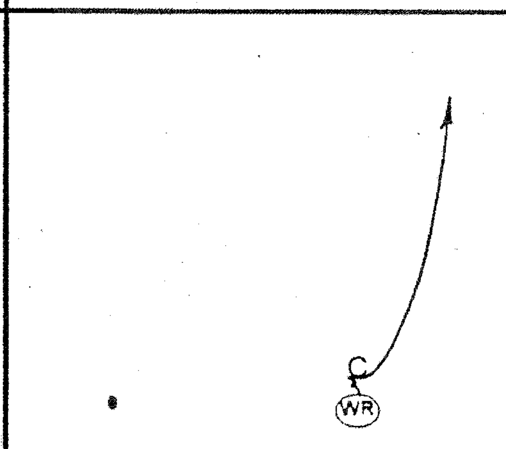
Conversion
-Short stem no deeper than 5 yds.
-Squeeze the corner outside and f

vs TRAIL



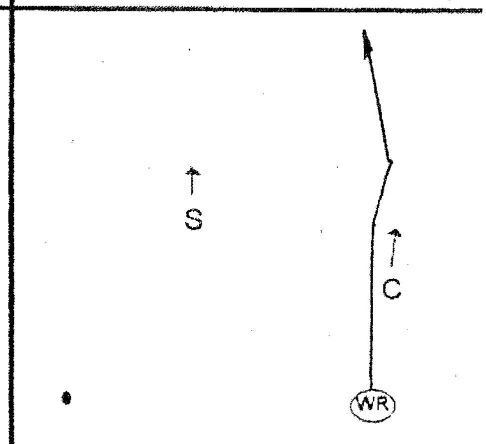
Conversion
-Short stem no deeper than 5 yds.
-Fade to a point 20 yds. deep and 2 yds. from the sideline.

vs BUMP



Conversion
-Move the corner inside and fade.
-Fade to a point 20 yds. deep and 2 yds. from the sideline if the corner has help.

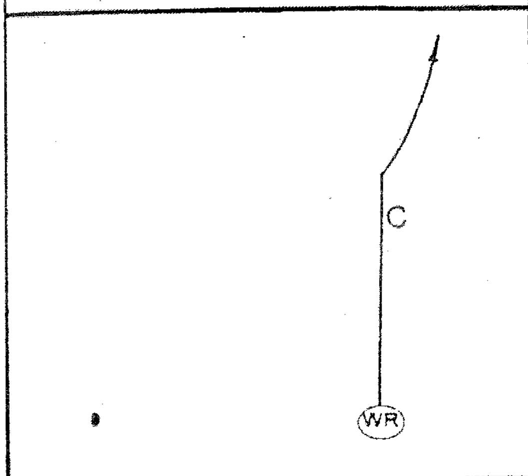
vs QUADS



-Same as retreat zone.
-May widen the corner at the top of the stem.

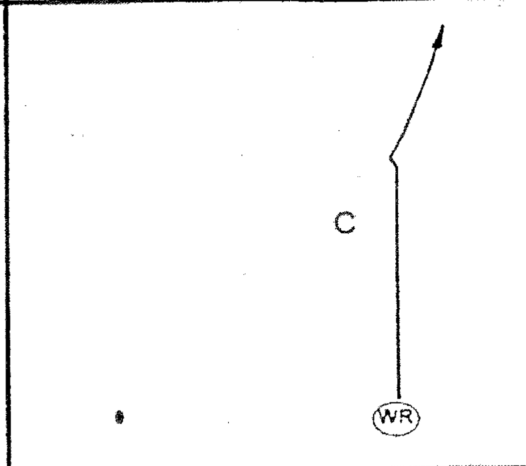
ROUTE: 9 ALIGNMENT: TIGHT 2

vs RETREAT ZONE



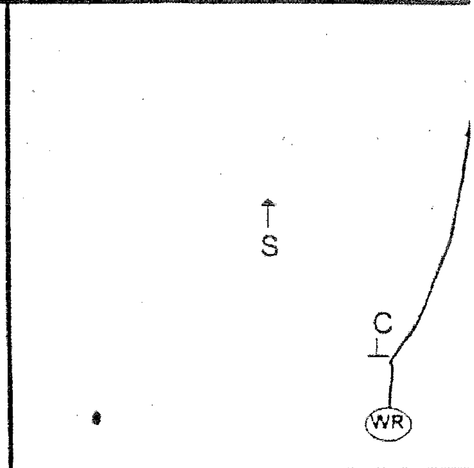
-Stem release.
-At 14 yds. set the corner with slight inside move.
-Squeeze the corner outside. (If you can't get outside - redirect inside and slightly fade).
-Fade slightly and find the ball.
-The stem can't be any deeper than 15 yds.

vs RETREAT MAN



-Same as retreat zone.

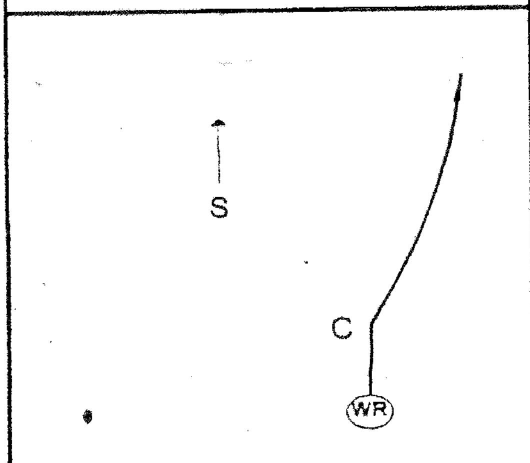
vs CLOUD



-Short stem and squeeze the con outside.
-Fade to a spot 20 yds. deep and yds. from the sideline.

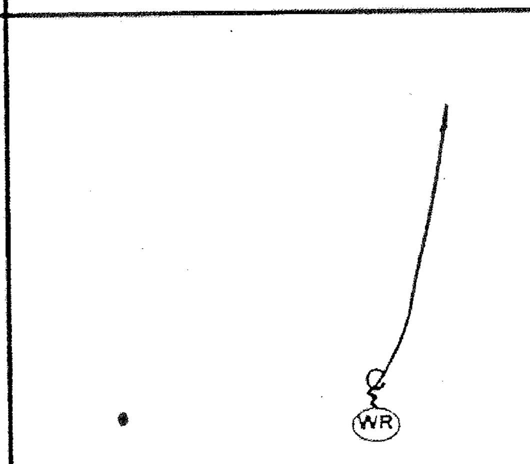
*If fastest release squeeze the corner inside or outside. If insid you must fade back outside to a point 20 yds. deep and 2 yds. from the sideline.

vs TRAIL



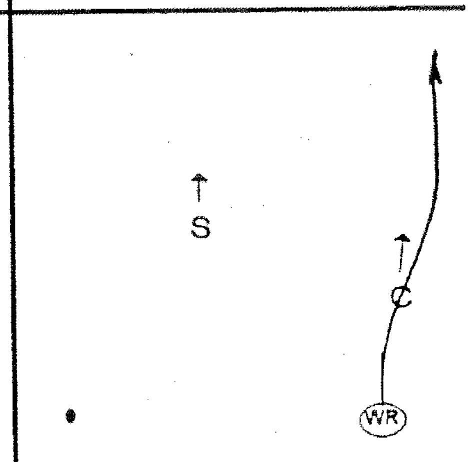
-Short stem to the same level as the corner. Fade to a point 20 yds. deep and 2 yds. from the sideline.

vs BUMP



-Set the corner inside, take a short stem and fade to a point 20 yds. deep and 2 yds. from the sideline.

vs QUADS

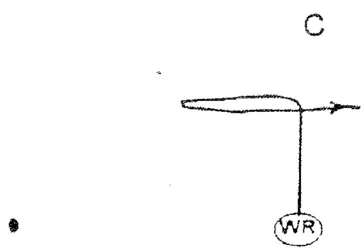


-Release at the outside number the corner. Stretch him.
-Stay on stretch course to 14 yds
-Squeeze the corner inside and stay vertical.

ROUTE: JUKE

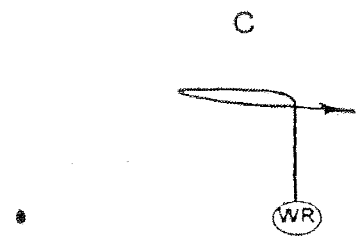
ALIGNMENT: BASE

vs RETREAT ZONE



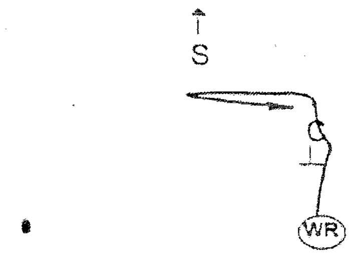
-Stem release to 6 yds.
-Break inside off of the outside feet.
-The 4th time the outside foot hits, pivot and slide back outside losing 1 yd.
-Sell the route as a run-a-way.

vs RETREAT MAN



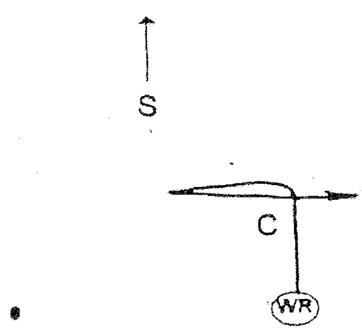
-Same as retreat zone.
-Look at QB on inside break to sell run-a-way to corner.

vs CLOUD



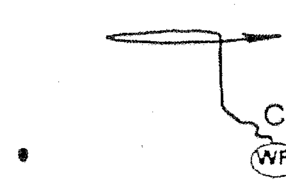
-Same as retreat zone.
-May use release to outside number of corner to sell fade.

vs TRAIL



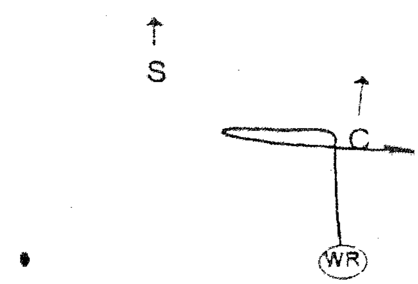
-Same as retreat man.

vs BUMP



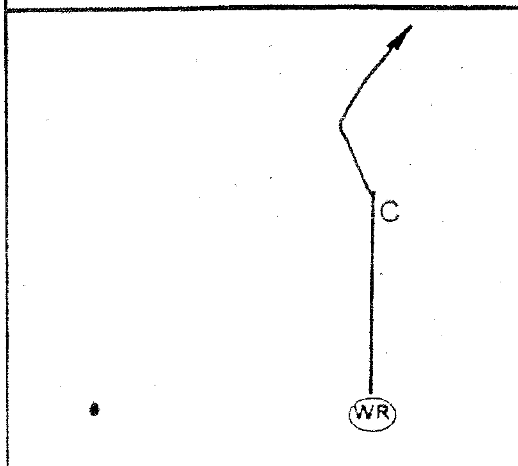
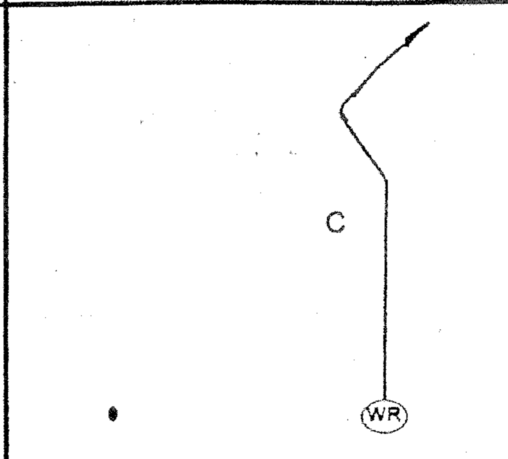
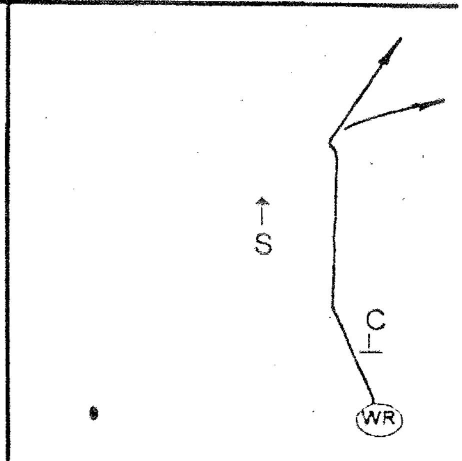
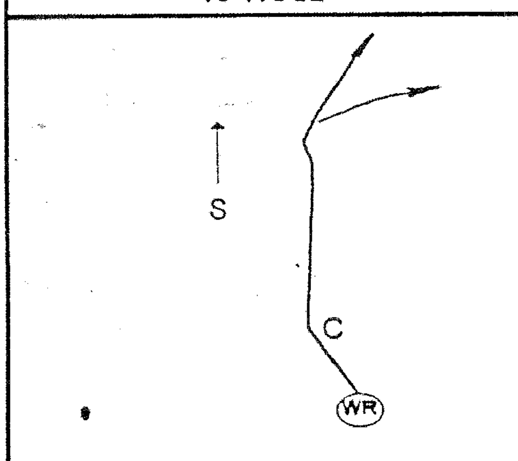
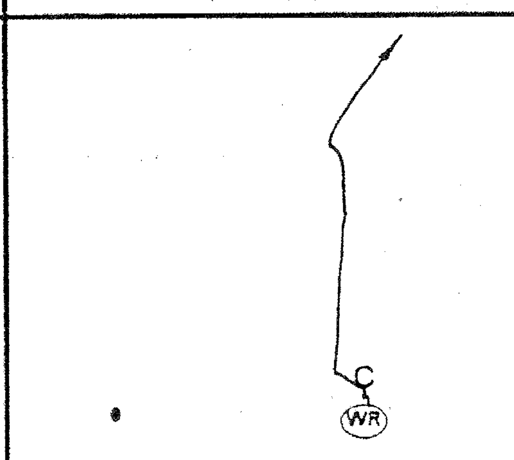
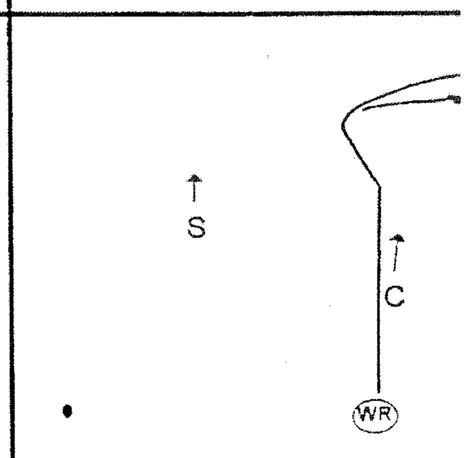
-Set the corner inside.
-Short stem upfield and break in.
-Sell the run-a-way.
-Pivot (be sudden), and slide out.

vs QUADS



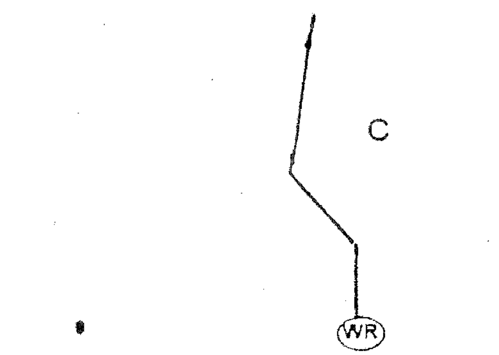
-Same as retreat zone.

ROUTE: SHAKE ALIGNMENT: INSIDE

vs RETREAT ZONE	vs RETREAT MAN	vs CLOUD
		
-Stem release and break to the post on 4th outside step. Angle a little flatter than firm 8. -Snap eyes to QB to sell post. Take no more than 3 steps to the post. -Break back to the corner. Take high angle if corner commits to the Post. -Flatten to 20-22 yds. on sideline if corner stays over the top or outside.	-Stem release and break to the Post on 4th outside step. Take a flat angle as if to get under the corner. -Snaps eyes to QB, and break back to corner on high angle. -If you close quickly, the Post move may be abbreviated.	-Inside angle release. -Stem to 15 yds. -Locate the safety. If he is inside your stem, take a high angle to corner (front flag). If he is head or outside, flatten your angle outside to a spot 20-22 yds. De on the sideline. -Set the safety with inside move the top of the stem.
vs TRAIL	**vs BUMP**	**vs QUADS**
		
-Inside angle release. If the corner blocks you off, work back over the top. -Stem to 15 yds. and set him with an inside move. -Locate the safety. If he is inside yourstem take a high angle to the corner (front flag). If he is head-up or outside, flatten your angle to a spot 20-22 yds.deep on the sideline.	-Same as trail on release and stem. Take high angle to the corner (front flag).	-Same as retreat zone. The corr angle will be flat coming out of post (outside leverage corner).

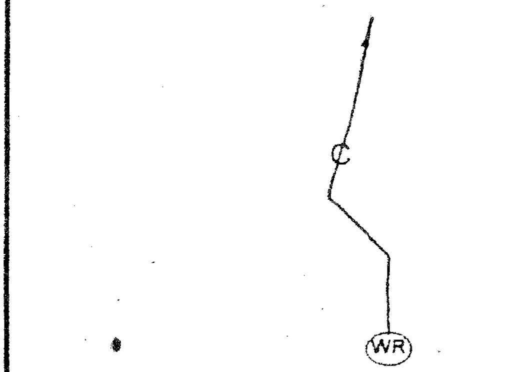
ROUTE: PIDGEON ALIGNMENT: BASE

vs RETREAT ZONE



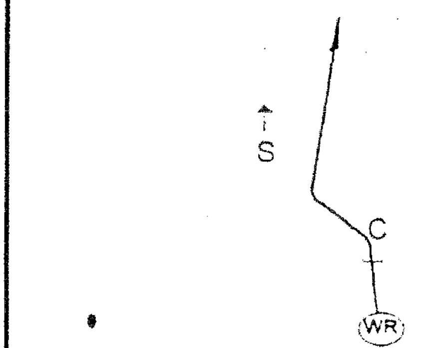
- Run quick 8.
- Angle in 45 degrees on slant portion of the route.
- Snap the head around.
- On the 3rd step into the slant explode upfield and fade slightly.
- Be alert to position of corner. Avoid being jammed.

vs RETREAT MAN



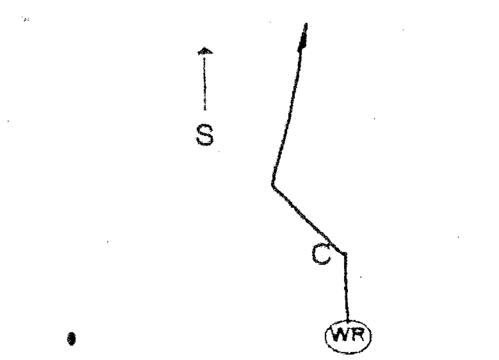
- Same as retreat zone.

vs CLOUD



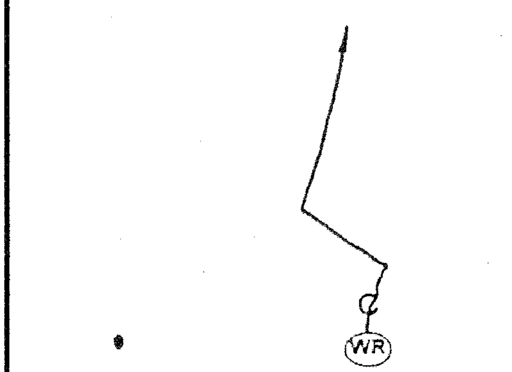
- Use normal qk 8 tech.
- Angle in 45 degrees on slant portion of the route.
- Snap the head around.
- On the 3rd step into slant exploc upfield and fade slightly.
- Be alert to location of safety.

vs TRAIL



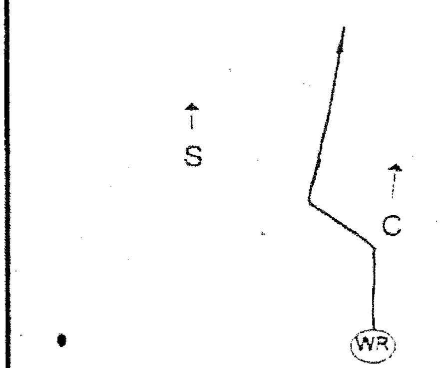
- Same as cloud tech.

vs BUMP



- Use qk. 8 tech.
- Sell the slant, snap the head and eyes.
- On the 3rd step explode upfield and fade slightly.

vs QUADS

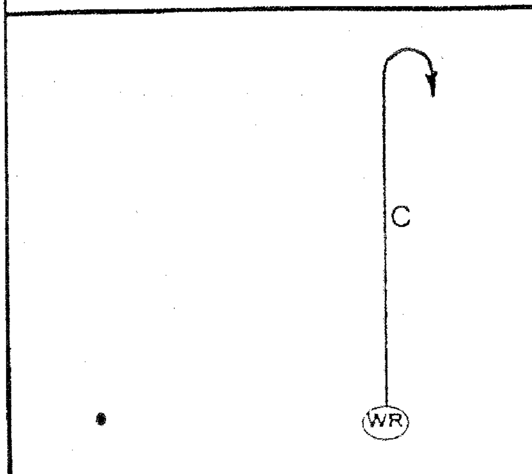


- Use retreat zone tech.

ROUTE: STOP

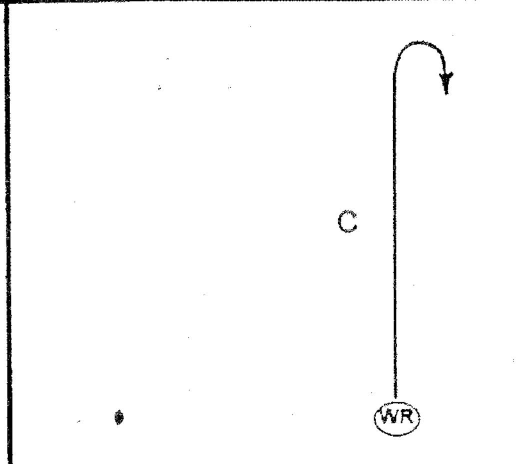
ALIGNMENT: BASE

vs RETREAT ZONE



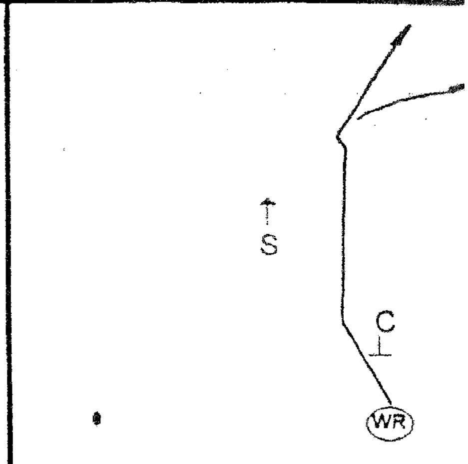
-Stem release, hold your line, sell the route as a 9.
-Break out at 20 yds., run out of the cut.
-Don't lean or chop your feet.
-Finish hard back down the sideline.

vs RETREAT MAN



-Same as retreat zone.

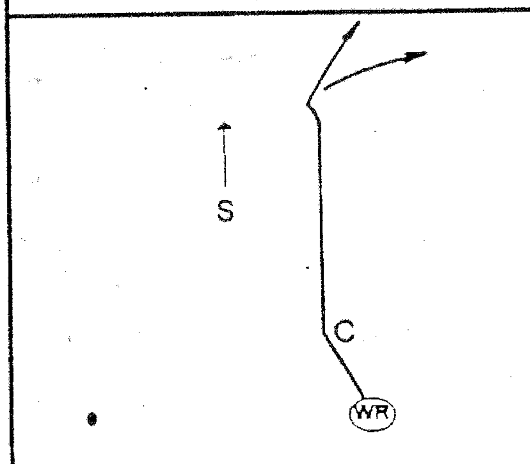
vs CLOUD



Conversion

-Inside angle release.
-Stem to 15 yds. and set the safety with an inside move.
-Take a high angle to the corner if the safety is inside the stem. Take a flat angle if the safety is over the top or outside.

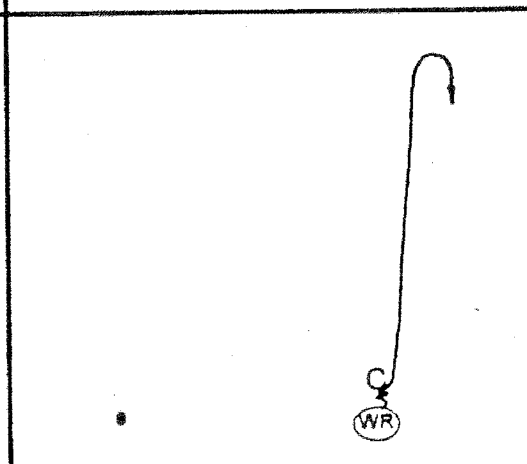
vs TRAIL



Conversion

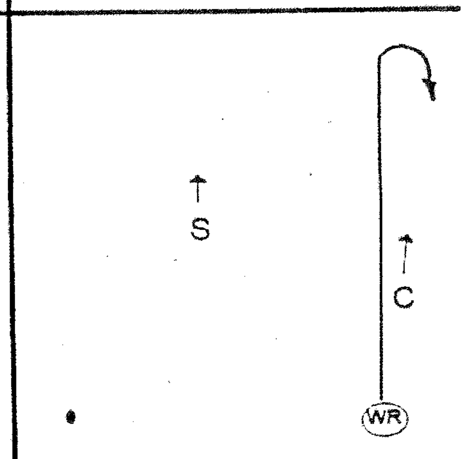
-Same as cloud.

vs BUMP



-Same as retreat zone.

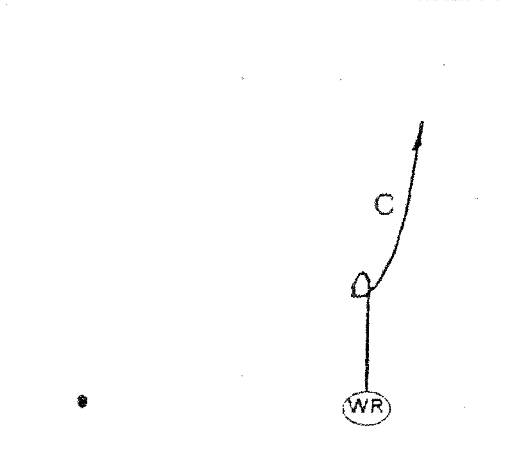
vs QUADS



-Same as retreat zone.

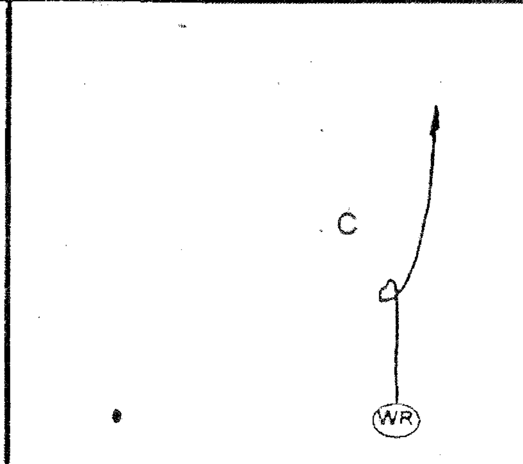
ROUTE: TWIRL ALIGNMENT: WIDE 2

vs RETREAT ZONE



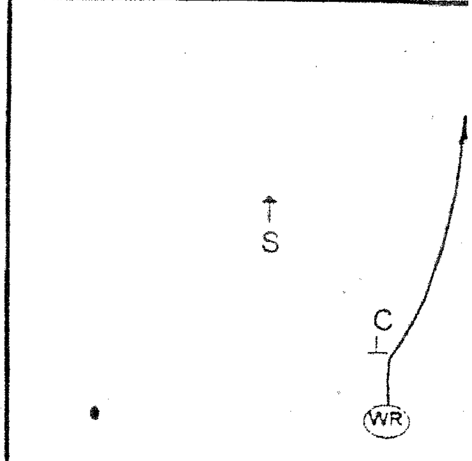
-Stem to 6 yds. deep.
-Sink the hips and plant the outside foot.
-Snap around to the QB and PAUSE BRIEFLY. Flash your hands.
-Pivot outside and get upfield.

vs RETREAT MAN



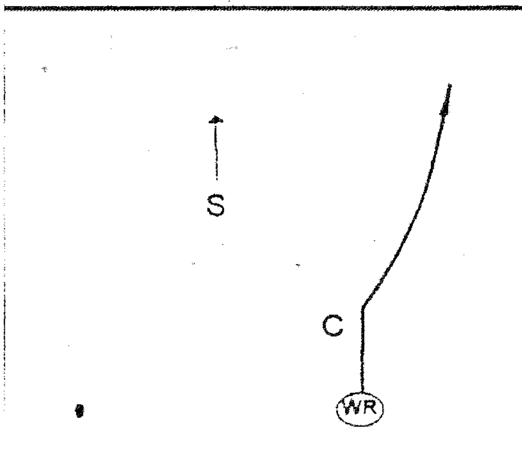
-Same as retreat zone.

vs CLOUD



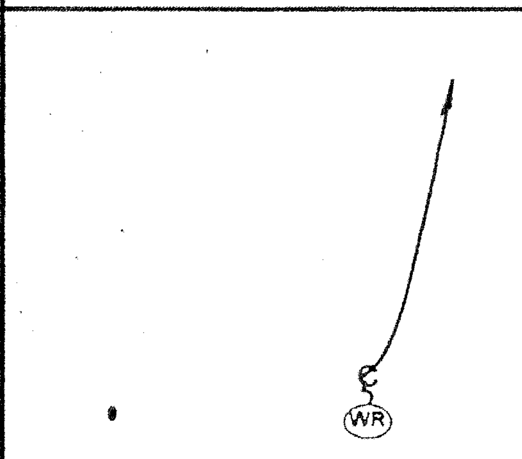
Conversion
-Short stem no deeper than 5 yds
-Squeeze the corner outside and

vs TRAIL



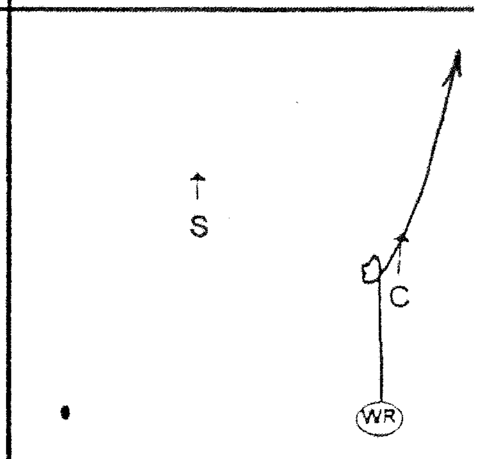
Conversion
-Short stem no deeper than 5 yds.
-Fade to a point 20 yds. deep and 2 yds. from the sideline.

vs BUMP



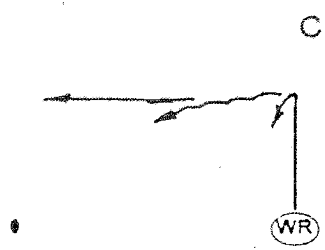
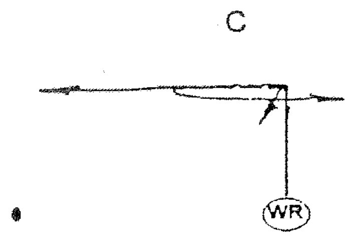
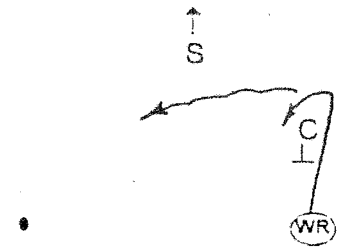
Conversion
-Move the corner and fade.
-Fade to a point 20 yds. deep and 2 yds. from sideline, if corner has help.
-Stay steep if no help.

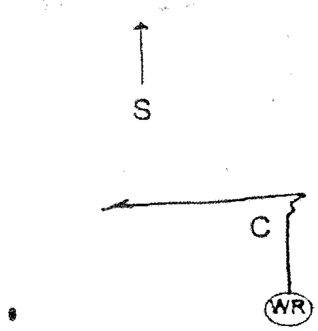
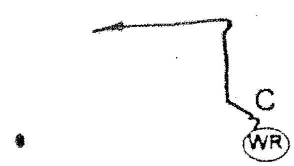
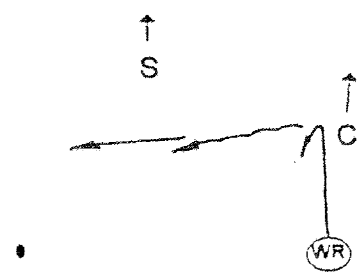
vs QUADS



-Same as retreat zone.
-Be alert for heavy outside levera
by the corner. Avoid contact.

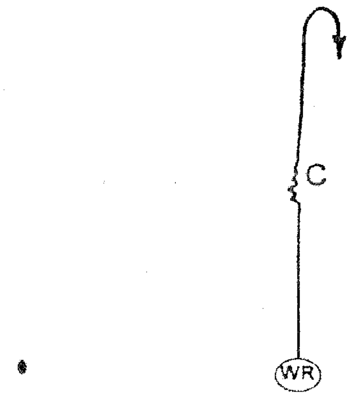
ROUTE: CHINA ALIGNMENT: BASE

vs RETREAT ZONE	vs RETREAT MAN	vs CLOUD
		
-Stem to 6 yds. and hitch. If no color, stay. -If color shows. Hunt the first hole inside. Sit down - Be definitive. Continue across field parallel, if no inside color. -If color is on the same level, start inside and set him, slide back outside.	-Stem 6 yds. and hitch. -Hold the hitch vs. soft corner. -Use run-away inside vs. tight corner. -If corner cuts you off you may slide back out.	-Release at the outside number o the corner to widen him. -Break in at 6 yds. and hunt the fir hole.

vs TRAIL	vs BUMP	vs QUADS
		
-Stem to 6 yds. -Set the defender and break inside on run-a-way. -No slide back out.	-Inside relase. -If you get inside, take short stem to straighten the corner. Set him and run-a-way inside. -If the corner blocks you off, work up over the top 4-5 yds. Set the corner and run-a-way inside. -Stay flat.	-Same as retreat zone.

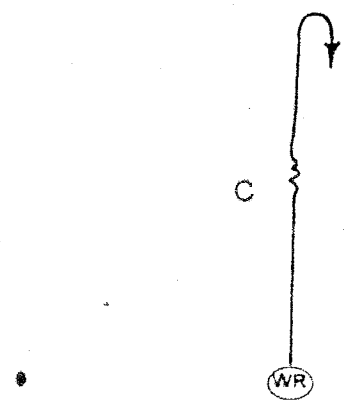
ROUTE: SQUIRREL   ALIGNMENT: NASTY

vs RETREAT ZONE



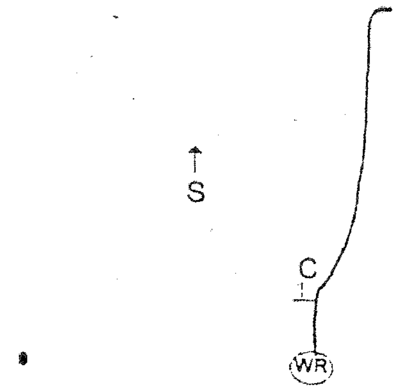
-Stem release.
-Stutter-break down at 13 yds.
-Explode upfield to 20 yds. and break out. (5-route).
-Don't lean or stutter stem.
-Run out of the cut back down the sideline.

vs RETREAT MAN



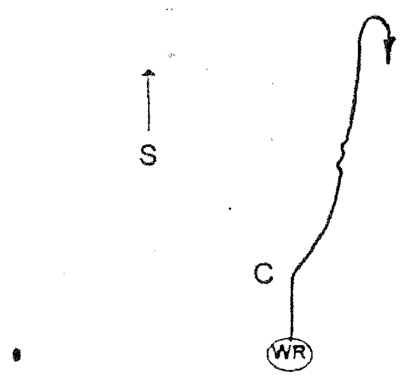
-Same as retreat zone.

vs CLOUD



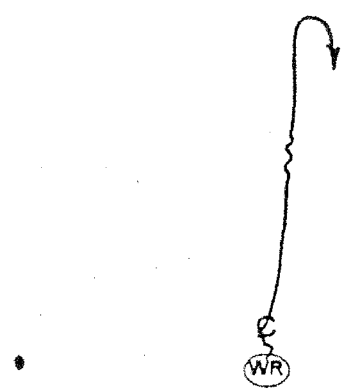
-Short stem and squeeze the cor outside.
-Stem to 20 yds. and break as in retreat zone.

vs TRAIL



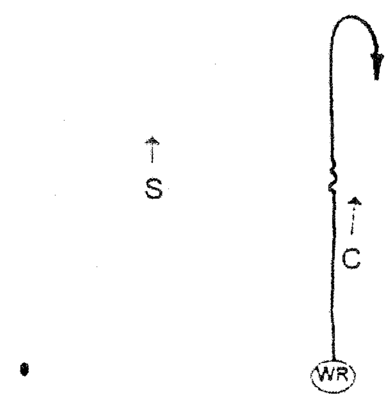
-Same as retreat zone.
-After stutter may use eyes to QB to sell as 9.

vs BUMP



-Same as trail.

vs QUADS



-Same as retreat zone.

FORMATIONS

FORMATIONS

Our formations will ***all*** have several distinct parts:

1, **FORMATION**
This dictates backfield set and possibly receiver (X, Y, & Z) alignment.

2, **STRENGTH DIRECTION**
Always to Y except in Spread & possibly when Y's alignment has been altered.

3. **ALIGNMENT TERM**
Used only as a variation of the base formation. In many of our formations, there will not be an Alignment Term.

Our Formations are separated into two categories: One Back & Two Back.

1. **TWO BACK**
Both RBs are in the backfield and no wider than our OTs.

2. **ONE BACK**
One RB is in the backfield while the other is on either side edge or wider. A substituted WR or TE could assume the detached RB's identity (F).

One Back Formations are placed into the following groupings:

1. **D FORMATIONS**
The formations are balanced. X & F are aligned weak while Z & Y are aligned strong.

2. **T FORMATIONS**
These formations are unbalanced creating three strong (Z, F, & Y) and one (X) aligned weak.

3. **F FORMATIONS**
This is another balanced grouping. The difference is X & Z are weakside and Y& F are strongside.

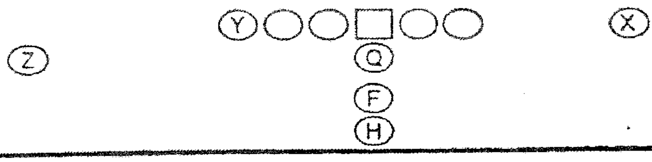
4. **OTHER FORMATIONS**
Formations that do not fit into the previous three groupings. This is mostly Bunches.

<u>THE FOLLOWING PAGES ILLUSTRATE</u>:

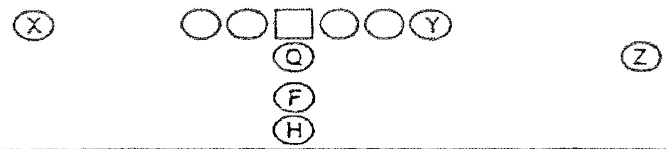
A. TWO BACK FORMATIONS
B. ONE BACK FORMATIONS (by groupings)
C. ALIGNMENT TERMS
D. FORMATION VARIATIONS

TWO BACK FORMATIONS

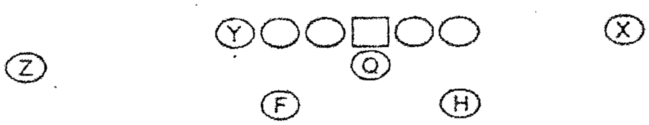
I LT



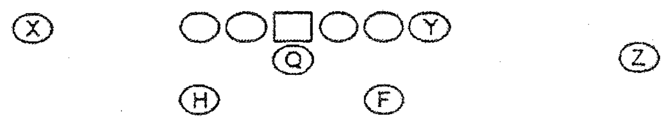
I RT



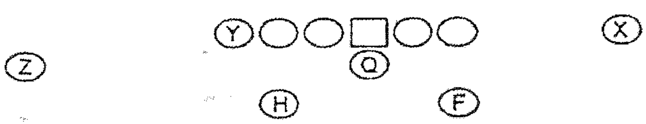
SPLIT LT



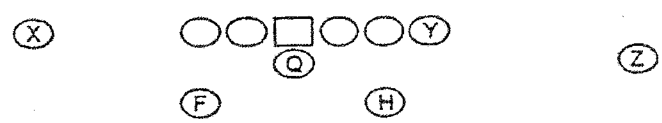
SPLIT RT



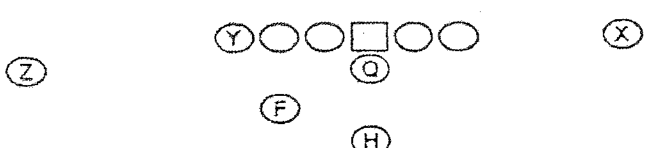
FULL LT



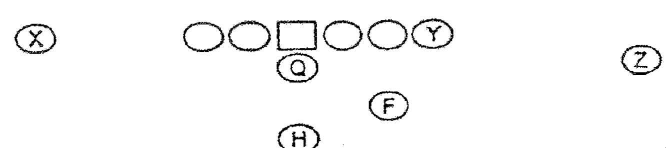
FULL RT



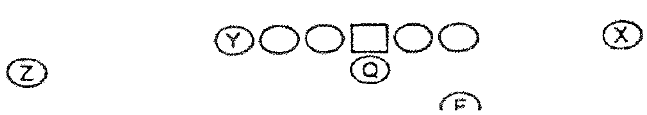
JACK LT



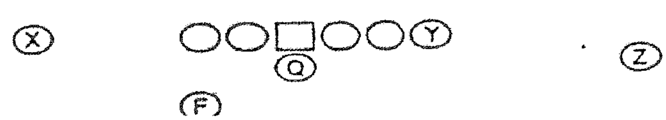
JACK RT



QUEEN LT

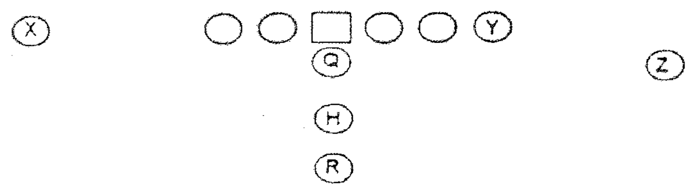


QUEEN RT

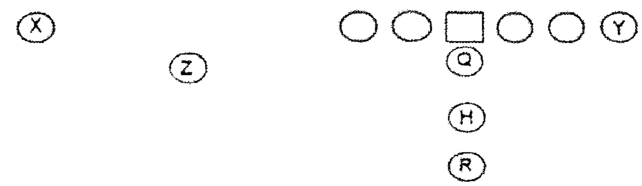


TWO BACK FORMATIONS

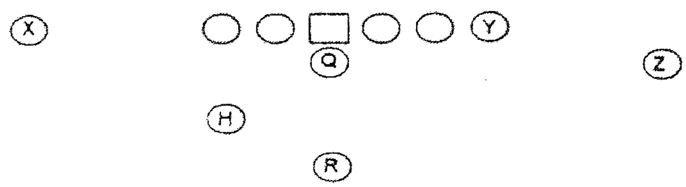
I RT



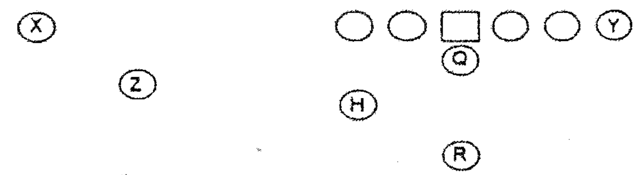
I RT SLOT



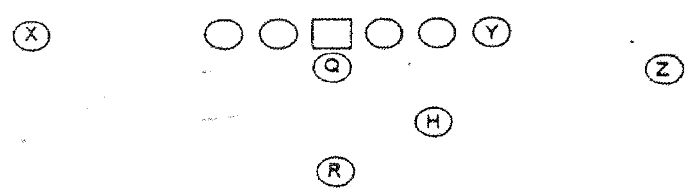
FAR RT



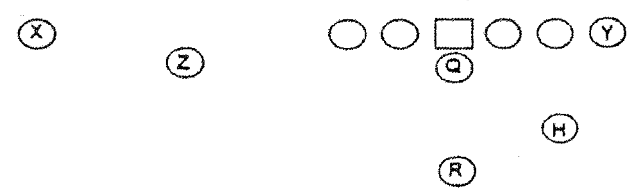
FAR RT SLOT



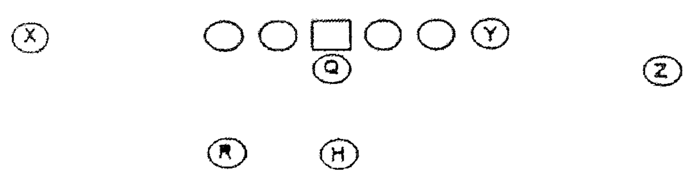
NEAR RT



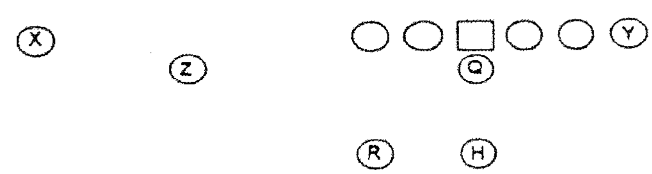
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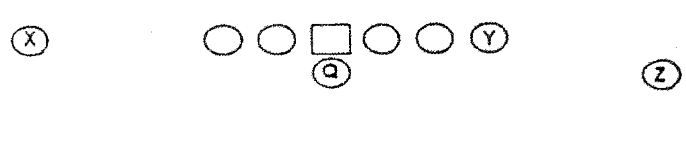
WEAK RT



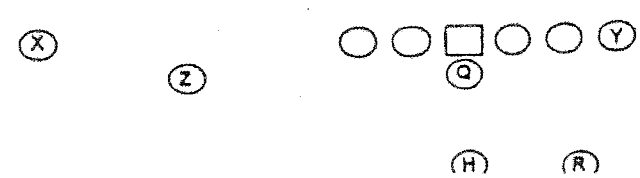
WEAK RT SLOT



STRONG RT

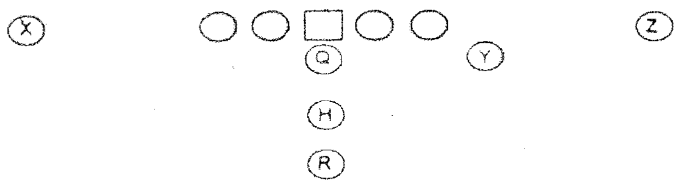


STRONG RT SLOT

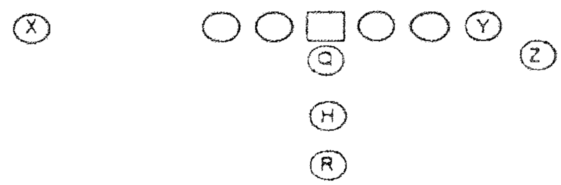


TWO BACK FORMATIONS

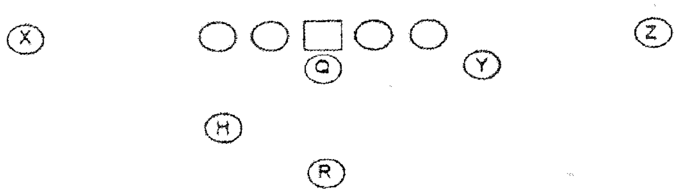
I RT OFF



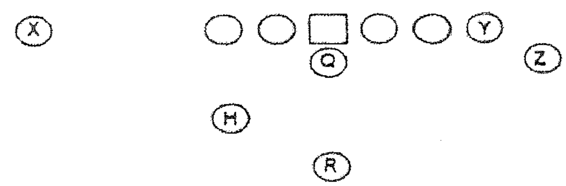
I RT WING



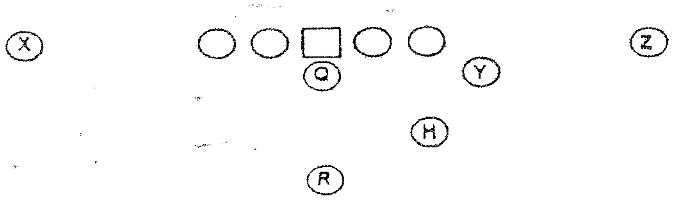
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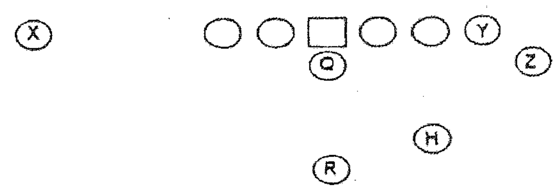
FAR RT WING



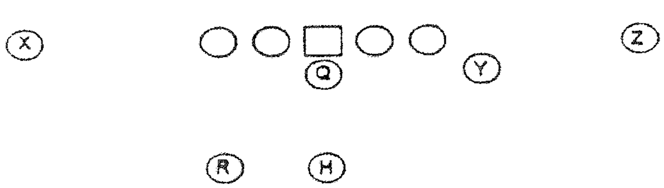
NEAR RT OFF



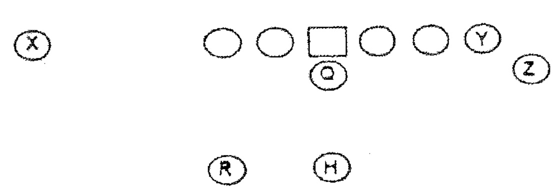
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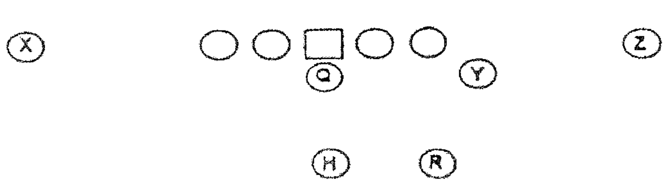
WEAK RT OFF



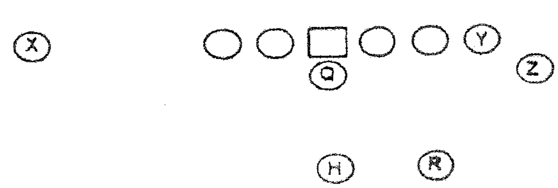
WEAK RT WING



STRONG RT OFF



STRONG RT WING



ALIGNMENT TERMS

*THEY APPLY TO ANY FORMATION CALLED!

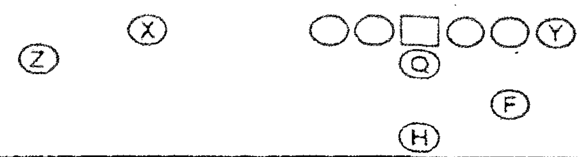
SLOT

JACK RT SLOT



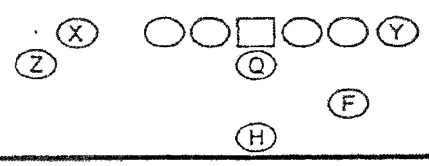
SLIP

JACK RT SLIP



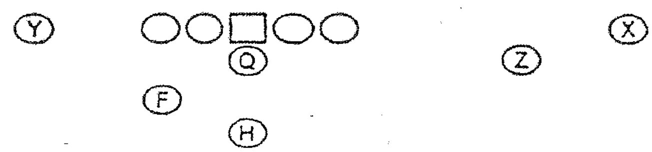
FLOAT

JACK RT FLOAT



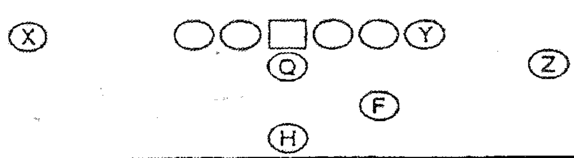
SPREAD

JACK RT SPREAD



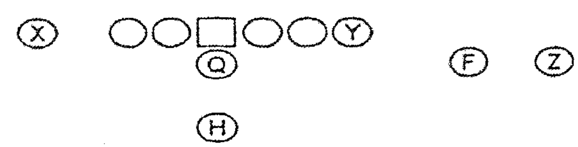
CLOSE

JACK RT CLOSE



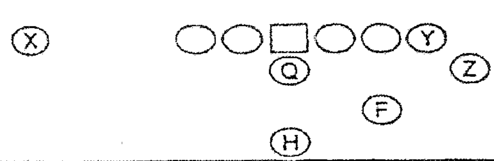
NASTY

TWINS RT NASTY



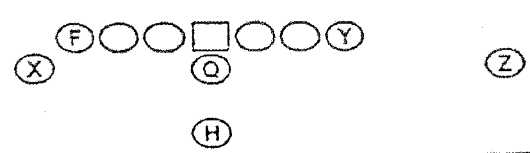
WING

JACK RT WING



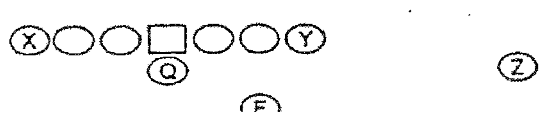
EDGE

DEUCE RT EDGE



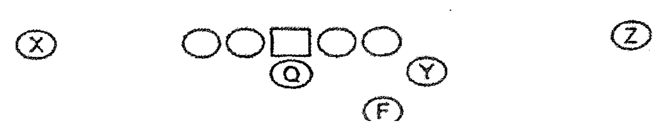
TIGHT

JACK RT TIGHT



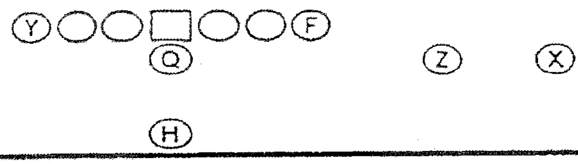
OFF

JACK RT OFF

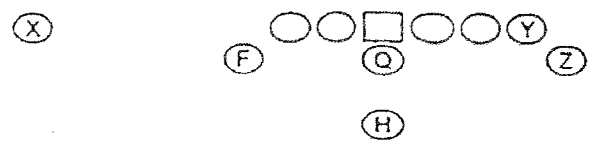


ONE BACK FORMATIONS
D VARIATIONS

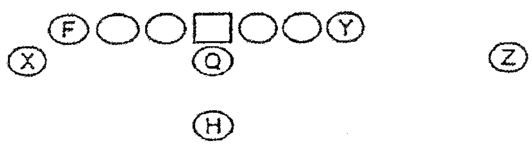
DEUCE LT SLOT



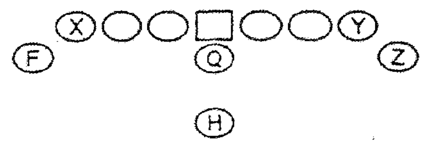
DEUCE RT WING



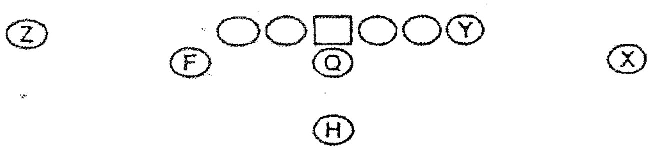
DEUCE RT EDGE



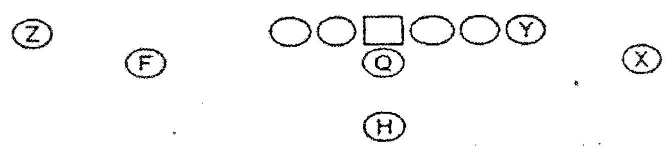
DEUCE RT TITE WING



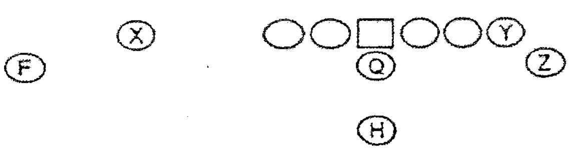
- TRADE DEUCE RT



TRADE DOUBLE RT



DUAL RT WING



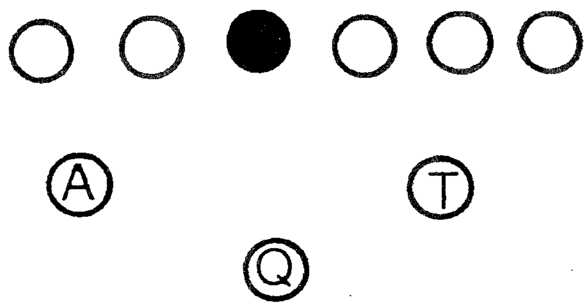
ONE BACK FORMATIONS

I The position of the one back will be described by the letters Q, A T.

A. The Q position will represent the normal one back position 6-1/2 yards deep behind the center.

B. The A position will be approximately 5 yards deep splitting the inside leg of the offensive tackle to the split end side.

C. The T position will be approximately 5 yards deep splitting the inside leg of the offensive tackle to the tight end side.



II The one back formations are divided into four categories:

a. The "D" Formations
These formations all have two receivers on either side of the center. This is referred to as "Doubles".

B. The "T" Formations
These are the trips formations formed by Z, Y, and H.

C. "F" Formations
These are the slot formations in which X and Z are on the same side. They can be either doubles or trips.

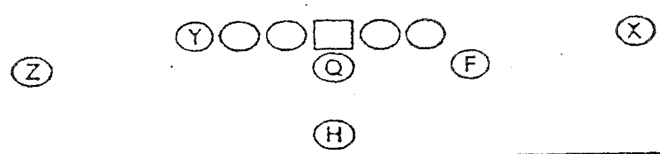
D. The last category are the bastard formations. These are the formations that don't fit in the previous three categories.

III FORMATION TERMINOLOGY

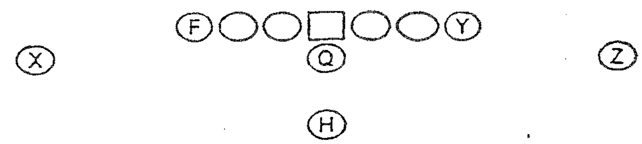
Change - H & R exchange positions
Switch - X & Z exchange positions
Swap - Y & Z exchange positions

ONE BACK FORMATIONS
Ds

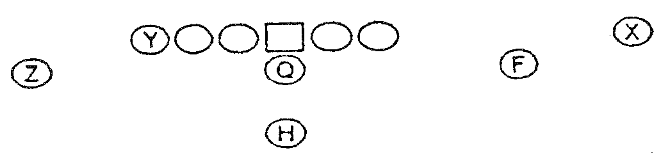
DEUCE LT
*In Deuce, F or X is on LOS according to play!



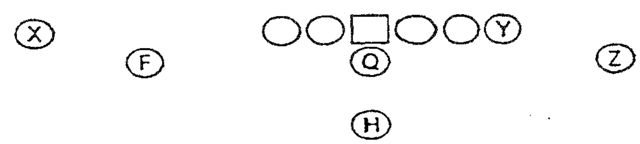
DEUCE RT
*In Deuce, F or X is on LOS according to play!



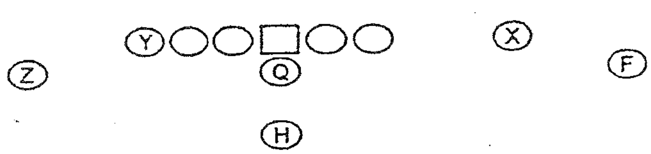
DOUBLE LT



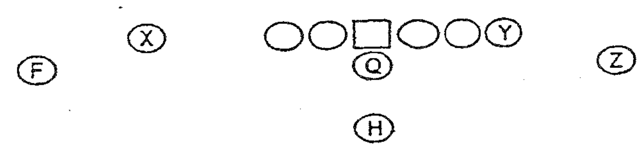
DOUBLE RT



DUAL LT



DUAL RT

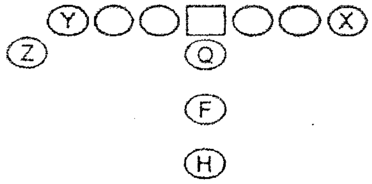


ONE BACK FORMATIONS
Ts Continued

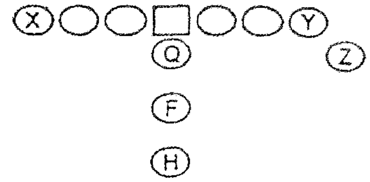
TRAILER LT	TRAILER RT
	

JUMBO FORMATIONS

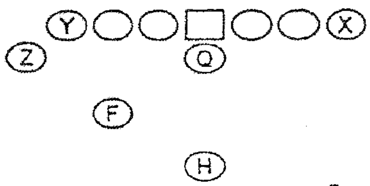
I LT



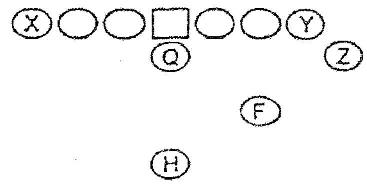
I RT



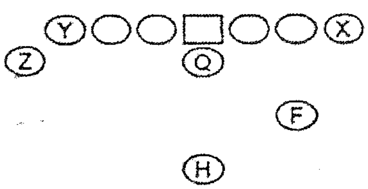
JACK LT



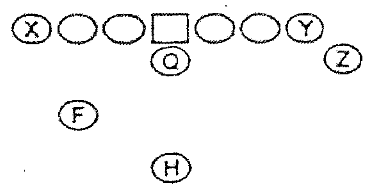
JACK RT



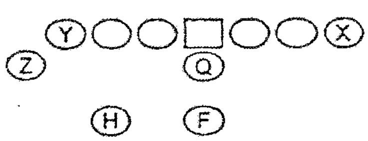
QUEEN LT



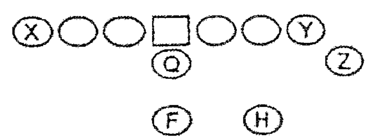
QUEEN RT



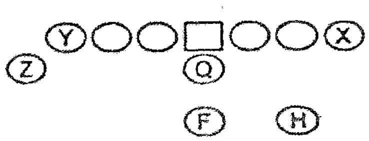
NEAR LT



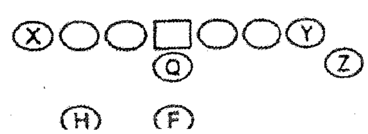
NEAR RT



FAR LT

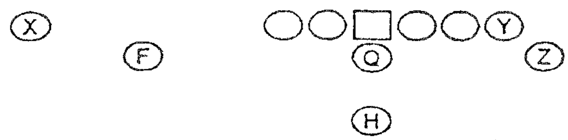


FAR RT

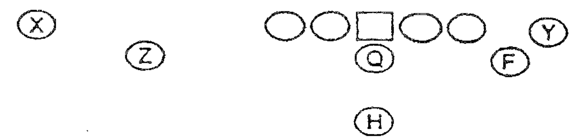


ONE BACK FORMATIONS
F VARIATIONS

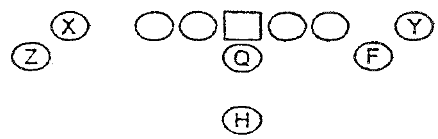
FLANK RT FUZZ



FLANK RT FAY



FLOAT RT FAY



DEFINITIONS OF TYPES OF MOTIONS

PLAYER	CALL	DESCRIPTION
Z Motions	"Zoom"	Tells the Z to line up opposite and motion back across the formation into the formation called.
	"Z Orbit"	Tells the Z to align in the formation called and motion to the outside hip of the end man on the LOS then reverse his motion toward the direction from which he came, turning toward the defense. He does not cross the formation.
	"Zap"	Tells the Z to line up opposite and motion across the formation to the X or open side to a hold off position.
	"Zing"	Tells the Z to line up opposite and motion across into the formation called, to a hold off position next to Y.
	"Zip"	Tells the Z to align in the formation called and motior to the hip of the end man on the LOS. Z does not cross the formation.
	X "Zeke"	Tells the Z to align in the formation called and motior out of it while crossing the formation. The resulting formations could be unusual.
	"Zag"	Tells the Z to align opposite the call motion to the far guard, return past the center then reverse to a hold off position into the formation called.
	X "Buzz"	Same as "Zoom" except that Z will extend his motior until he becomes the widest receiver to his side.
X Motions *H must always align on the ball on X motions	"Ox"	Tells X to align opposite the formation called and motion across the formation to the call.
	"X Orbit"	Tells X to align to the side of the call and motion intc the formation to the hip of the end man on the LOS, then reverse back out to his original starting point, turning towards the defense. He does not cross the formation.
	"Exit"	Tells X to motion out of the formation called crossin the formation. This will result in unusual formations

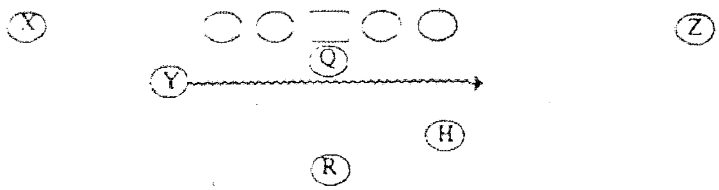
PLAYER	CALL	DESCRIPTION
Y Motions Z must be on the LOS on all Y motions	"Fly"	Y aligns off the ball and motions across the formation into the formation called.
	"Long Fly"	Same as "Fly" except Y motions outside of the widest receiver.
	"Leap"	Y aligns off the ball to the formation called and motions out of the formation while crossing the formation.
	"Long Leap"	Same as "Leap" except Y continues his motion outside of the widest receiver.
	"Yin"	Y aligns off the ball to the side of the call outside the widest receiver and motions towards the formation and his normal alignment. *Cannon formation is an exception for Y's initial starting point.
	"Jump"	Y aligns off the ball in his normal alignment and short motions inside to the near A or B gap.
H Motions	"Whiz"	H aligns in the formation called and motions out of the formation away from Y. His ending point will be determined by the play called.
	"Quick Whiz"	Same as "Whiz" but only a one or two step motion. H will leave on the QB's foot on "quick whiz" motion.
	"Long Whiz"	Same as "Whiz" only H will extend his motion outside the widest receiver to that side.
	"Motion"	H aligns in the formation called and motions out of the formation towards the Y. His ending point will be determined by the play called.
	"Quick Motion"	Same as "Motion" but only a one or two step motion. H will leave on the QB's foot.
	"Long Motion"	Same as "Motion" only H will extend his motion outside the widest receiver to his side.

PLAYER	CALL	DESCRIPTION
H Motion (Cont'd)	"Orbit" (H is understood)	H will align in the formation called and motion across the formation to the off guard then reverse back facing the defense to his original starting point.
	"Hump"	H aligns in the formation called and short motions inside to the near A or B gap.
	"Hammer" (can also apply to Y or U)	H aligns in the formation called and motions across the formation to the outside leg of the tackle and reverses facing the defense.
	"Hip"	H aligns outside the widest receiver in the formation called and motions towards the outside hip of the end man on the LOS nearest him. H does not cross the formation.
R Motions	"Rex"	R aligns in the formation called and short motions away from Y. He will begin his motion by going towards the LOS to the opposite side of the QB than which he is motioning.
	"Long Rex"	Same as "Rex" only R will extend his motion to outside of the widest receiver to that side.
	"Roy"	R will align in the formation called and short motion to Y. As with "Rex" he begins by starting towards the LOS to the opposite side of the QB, than which he is motioning.
	"Long Roy"	Same as "Roy" only R will extend his motion to outside of the widest receiver to that side.

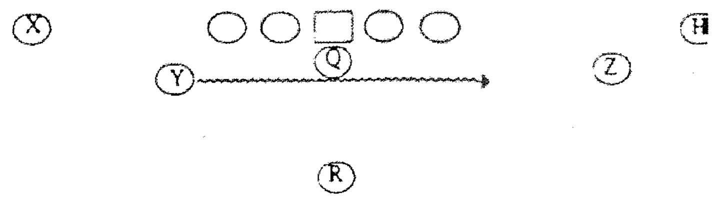
Y MOTIONS

FLY
Y crosses into the formation called.

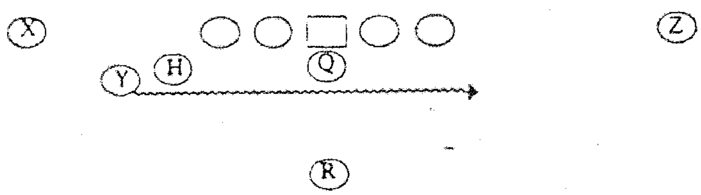
NEAR RT FLY



TWINS RT FLY

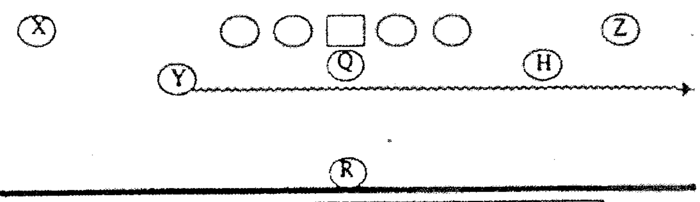


DOC RT FLY

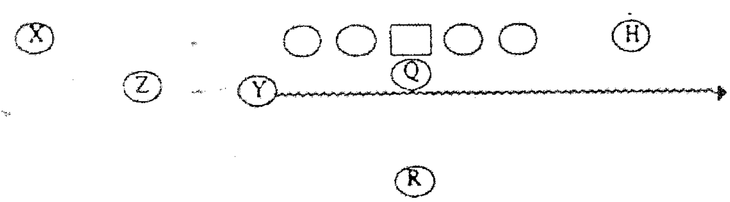


LONG FLY
FLY outside of the widest receiver.
(Formation may not end up exact.)

TRIPLE RT LONG FLY

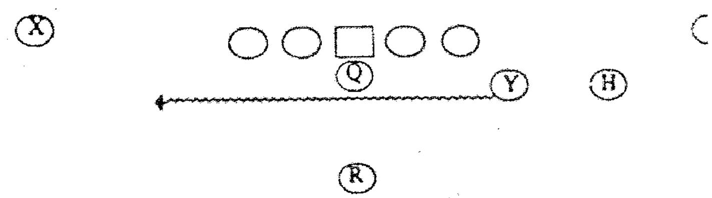


FLANK RT LONG FLY

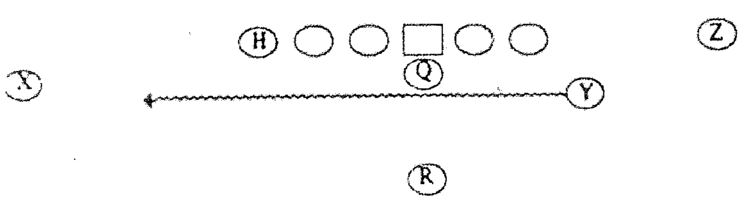


LEAP
Motion out of the formation called while crossing the formation.

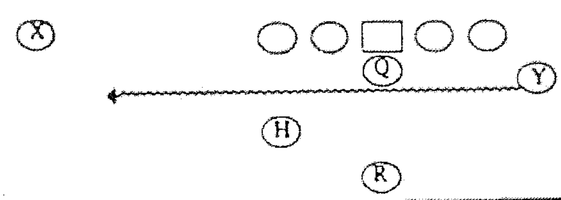
TRIPLE RT LEAP



DEUCE RT LEAP

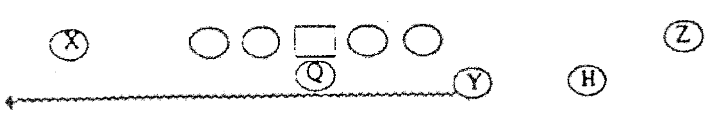


FAR RT LEAP



LONG LEAP
Motion out of formation and outside of the widest receiver.

TRIPLE RT LONG LEAP

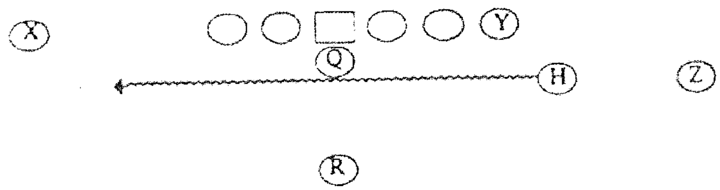


H MOTIONS

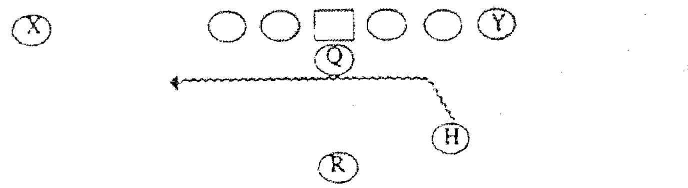
(Always motion out of the formation called)

WHIZ
H motions away from Y

TRIPS RT WHIZ

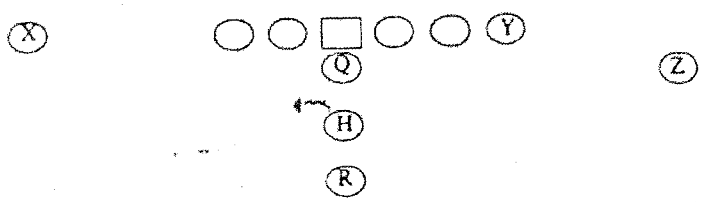


NEAR RT WHIZ



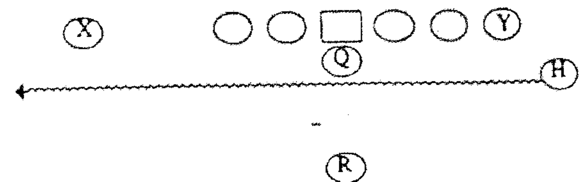
QUICK WHIZ
Whiz with one or two step motion leaving on QB's foot.

I RT QUICK WHIZ

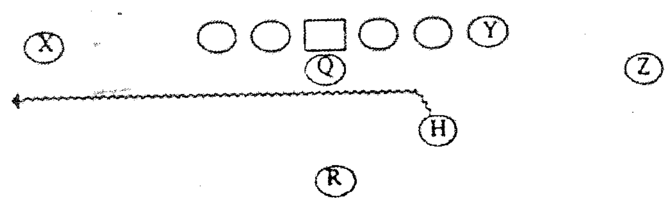


LONG WHIZ
Whiz outside of the widest receiver.

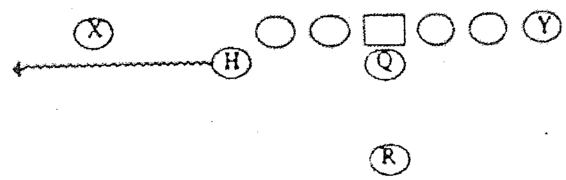
TRIPS RT LONG WHIZ



NEAR RT LONG WHIZ

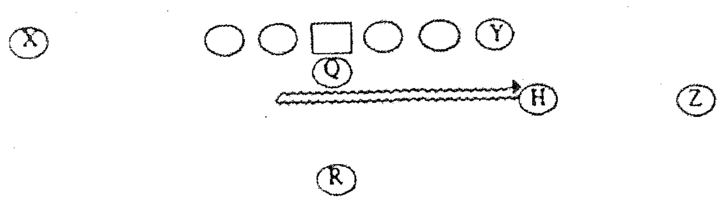


DOC RT LONG WHIZ

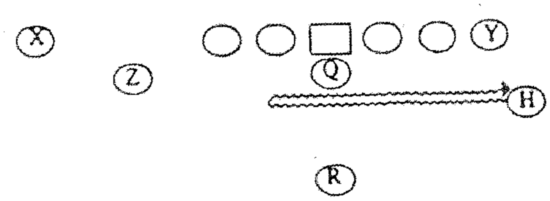


ORBIT
Motion to the off guard then reverse back to your original alignment.

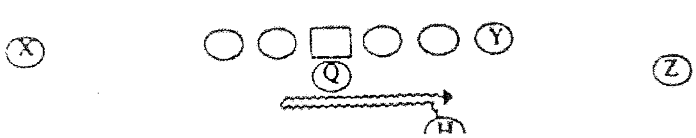
TRIPS RT ORBIT



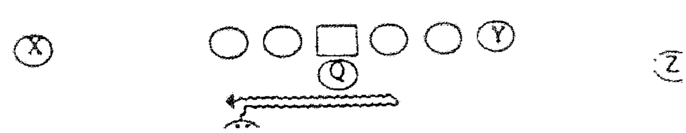
FLANK RT ORBIT



NEAR RT ORBIT



FAR RT ORBIT



BASIC RULE On "One" Short Movement --
On "Two" Long Movement, Alerts, Check-With-We, Short yards and Goalline.

2001 MOVEMENT AND SNAP COUNT

'Z'	COLOR	SNAP COUNT
Zip	2nd	2
Zoom	1st	2 or 4
Zap	1st	2
Zing	1st	1
Zeke	1st	1 & 2
Zag	1st	2
Z Orbit	1st	2 or 4
Fake Zap	1st	2

"X"	COLOR	SNAP COUNT
Ox	1st	2
X Orbit	1ST	2
Exit	1st	2

COUNT

'Y'	COLOR	SNAP COUNT
Leap	1st	1 or 3
Fly	1st	1 or 3
Y Orbit	1st	2 or 3
Jump	2nd	1
Lg Leap	1st	2 or 4
Lg Fly	1st	2 or 4
Yin	1st	2

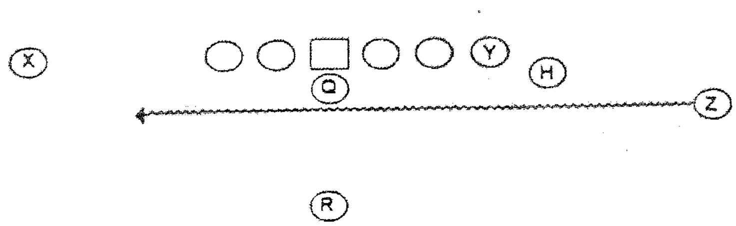
'H'	COLOR	SNAP COUNT
Qk Motion	2nd	1
Qk Whiz	2nd	1
Whiz	1st	1 or 3
Motion	1st	1 or 3
Orbit	1st	2 or 3
Lg Whiz	1st	2 or 4
Lg Mot	1st	2 or 4
Hip	1st	1 or 2
Hump	2nd	1
Dual Mot	1st	2 or 4
DBL Mot	1st	2 or 4
Hammer	1st	2

'R'	COLOR	SNAP
Rex	1st	1
Roy	1st	1
Lg Rex	1st	2 or 4
Lg Roy	1st	2 or 4

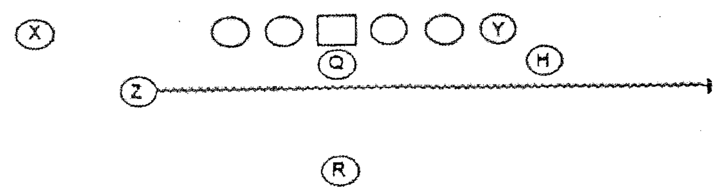
Z MOTIONS

ZOOM
Z crosses into the formation called.

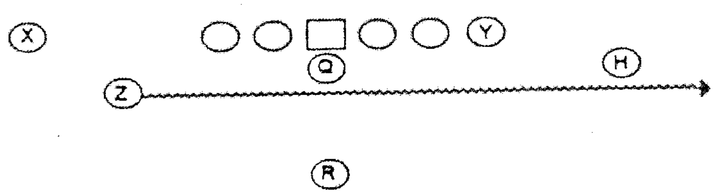
FLANK RT ZOOM



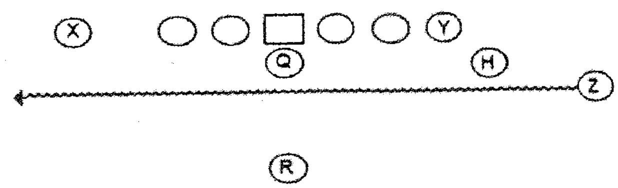
TRIPS RT ZOOM



TRIPLE RT ZOOM

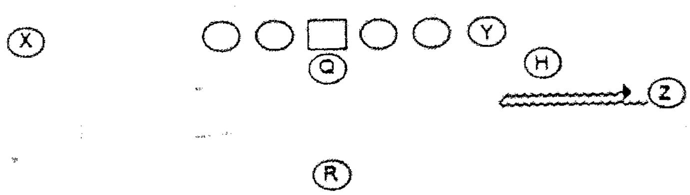


FLOAT RT ZOOM

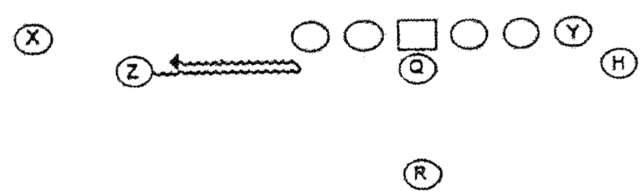


Z ORBIT
Motion down to the end man on line of scrimmage then reverse back out.

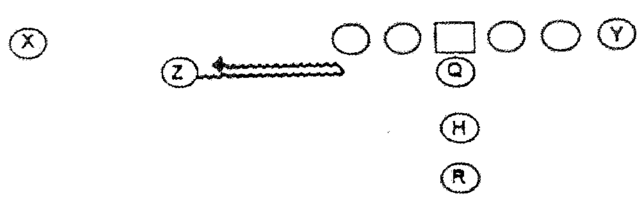
TRIPS RT Z ORBIT



FLANK RT Z ORBIT

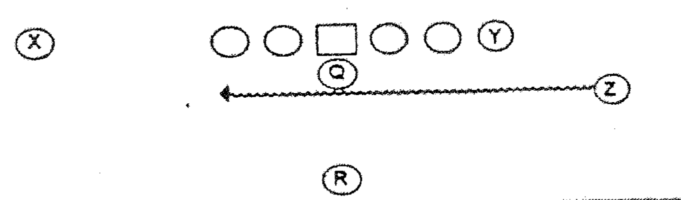


I RT SLOT Z ORBIT

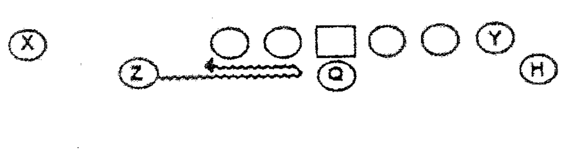


ZAP
Cross formation to the X side hold off position.

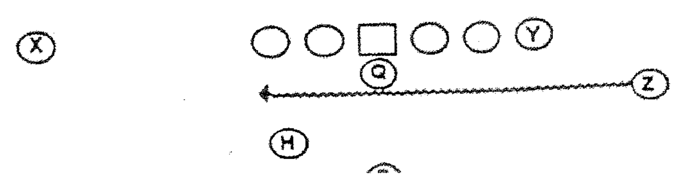
FLEX RT ZAP



FLANK RT FAKE ZAP



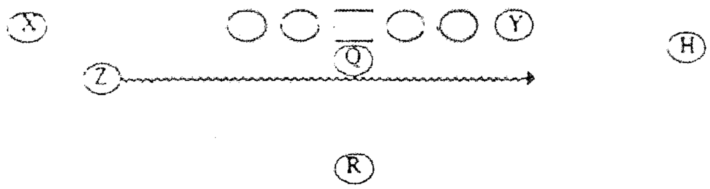
FAR RT SLOT ZAP



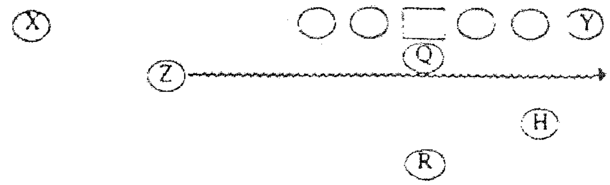
Z MOTIONS

ZING
Cross formation to the Y side hold off position.

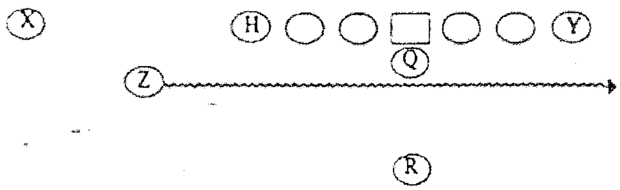
TWINS RT ZING



NEAR RT ZING

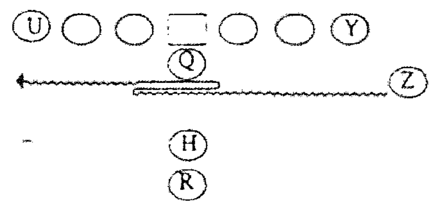


DEUCE RT ZING



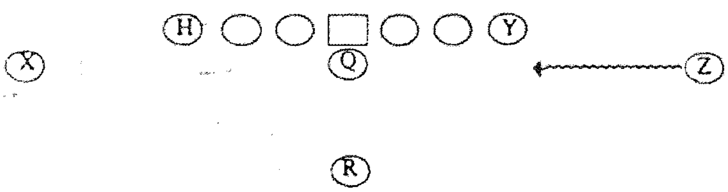
ZAG
Motion to far guard, return past center, then reverse back to hold off position.

I LT ~~JUMBO ZAG~~ tite wing zag

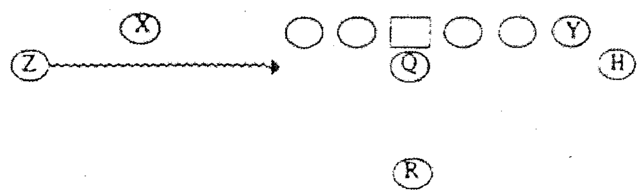


ZIP
Motion to the hip of the end man on the LOS from the widest receiver alignment.

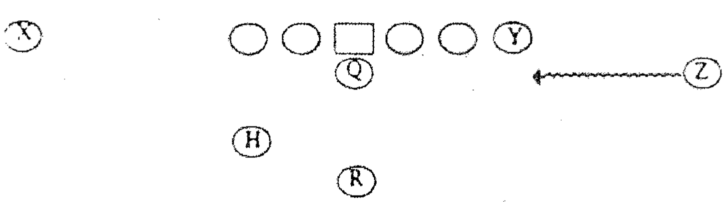
DEUCE RT ZIP



FLANK RT ZIP

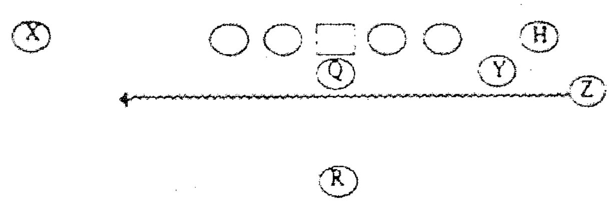


FAR RT ZIP

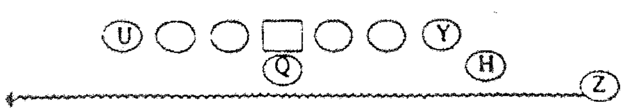


ZEKE
Motion out of the formation called while crossing the formation.

BUNCH RT ZEKE



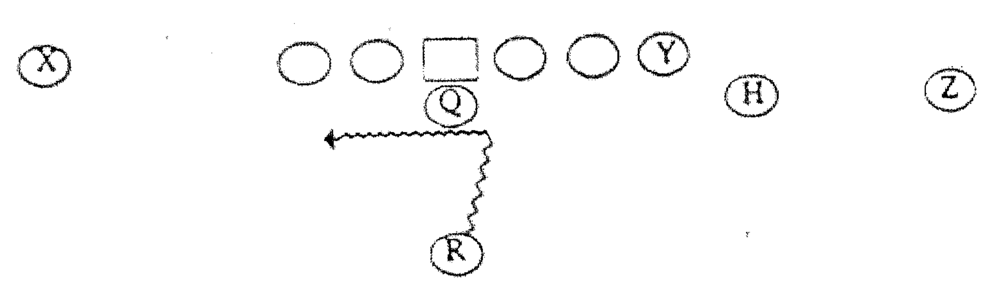
TRIPS RT TITE ZEKE



R MOTIONS

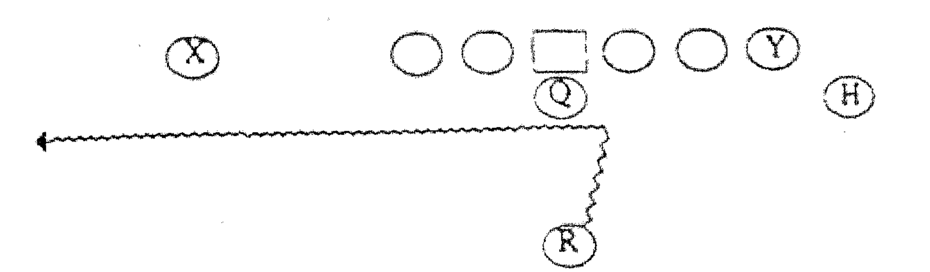
REX
R short motion away fromY.

TRIPS RT REX



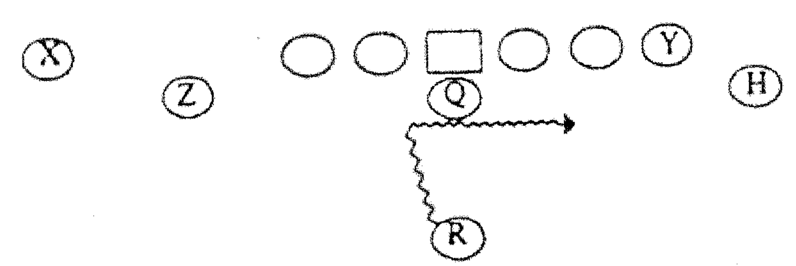
LONG REX
Rex outside of the widest receiver.

TRIPS RT LONG REX



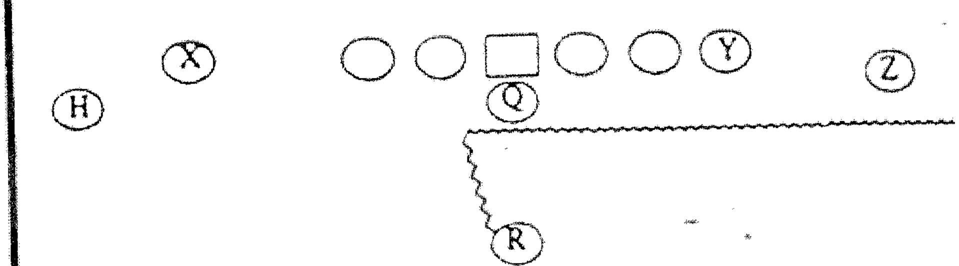
ROY
R short motion to the Y side.

FLANK RT ROY



LONG ROY
Roy outside of the widest receiver.

DUAL RT LONG ROY



PLAYERS	CALL	DESCRIPTIONS
F MOTIONS con't	"Buzz"	Same as "Motion" only F will extend his movement outside the widest receiver from the formation called.
	"Orbit" (F is understood)	F will align in the formation called and motion across the formation to the off guard then reverses back to his original starting point while facing the defense.
	"Bang"	F aligns in the formation called and motions inside to the near A or B gap.
	"Flip"	F aligns outside the widest receiver in the formatio called and motions toward the outside hip of the end man on the LOS nearest him. F does not cross the formation.
H MOTIONS	"Tex"	H aligns in formation called and motions out past X.
	"Toy"	H aligns in formation called and motions out past Z.

DEFINITIONS OF TYPES OF MOTIONS

PLAYER	CALL	DESCRIPTION
Z Motions	"Zoom"	Tells the Z to line up opposite and motion back across the formation into the formation called.
	"Z Orbit"	Tells the Z to align in the formation called and motion to the outside hip of the end man on the LOS then reverse his motion toward the direction from which he came, turning toward the defense. He does not cross the formation.
	"Zap"	Tells the Z to line up opposite and motion across the formation to the X or open side to a hold off position.
	"Zing"	Tells the Z to line up opposite and motion across into the formation called, to a hold off position next to Y.
	"Zip"	Tells the Z to align in the formation called and motion to the hip of the end man on the LOS. Z does not cross the formation.
	"Zeke"	Tells the Z to align in the formation called and motion out of it while crossing the formation. The resulting formations could be unusual.
	"Zag"	Tells the Z to align opposite the call motion to the far guard, return past the center then reverse to a hold off position into the formation called.
	"Buzz"	Same as "Zoom" except that Z will extend his motion until he becomes the widest receiver to his side.
X Motions *H must always align on the ball on X motions	"Ox"	Tells X to align opposite the formation called and motion across the formation to the call.
	"X Orbit"	Tells X to align to the side of the call and motion into the formation to the hip of the end man on the LOS, then reverse back out to his original starting point, turning towards the defense. He does not cross the formation.
	"Exit"	Tells X to motion out of the formation called crossing the formation. This will result in unusual formations.

MOVEMENT

Page #

MOVEMENT

Movement is very important to our total offensive system. There are several reasons for movement in our offense; among the most prominent reasons are:

1. To create a personnel advantage by creating coverage mismatches on our receivers or backs.

2. To create a personnel advantage by effecting changes in run support and force responsibilities.

3. To create secondary movement in an effort to better enable our quarterbacks to recognize coverages.

4. To get our personnel in better position to execute their given assignment.

5. To create problems for the defense in man under coverages when attempting to hold or bump receivers at the line of scrimmage.

6. To create an opportunity for indecision, confusion, and/or misalignment by the secondary.

7. To cause movement on the part of the defense in an effort to realign their personnel with the coverage calls and changes, and not allow them to set themselves and react to familiar offensive patterns. Make the defense play "on the move."

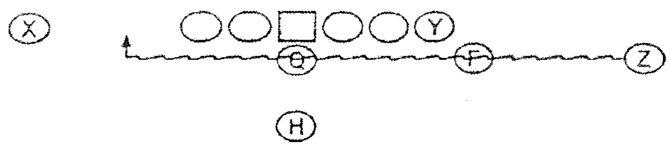
8. To force opponents to spend practice time and effort on adjusting to movement patterns rather than improving defensive skills and schemes.

9. To create a visual complexity to the defense, yet be able to run the same basic plays from a variety of looks.

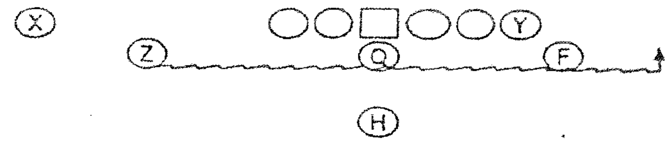
Z MOVEMENTS

ZOOM
Z crosses into formation called.

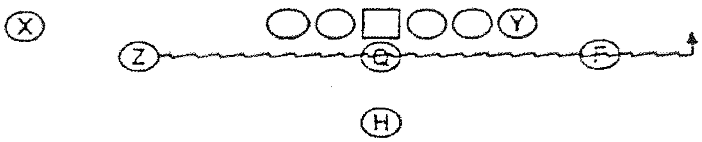
FLANK RT ZOOM



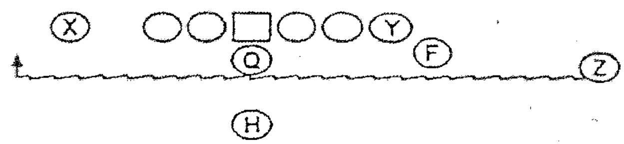
TRIPS RT ZOOM



TREY RT ZOOM

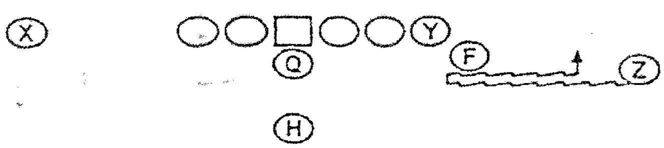


FLOAT RT ZOOM

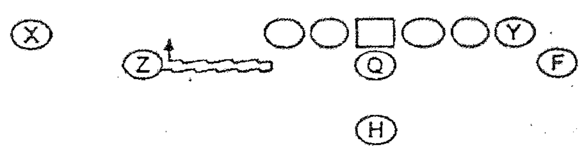


Z ORBIT
Motion down to the end man on the LOS then reverse back out.

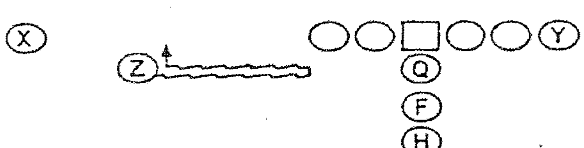
TRIPS RT Z ORBIT



FLANK RT Z ORBIT

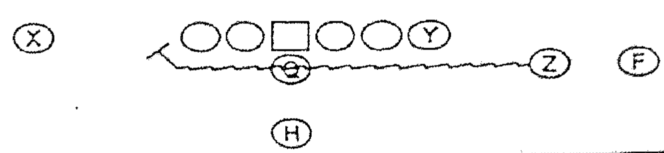


I RT SLOT Z ORBIT



ZAP
Cross formation to the open side hold off position.

FLEX RT ZAP



QUEEN RT SLOT ZAP

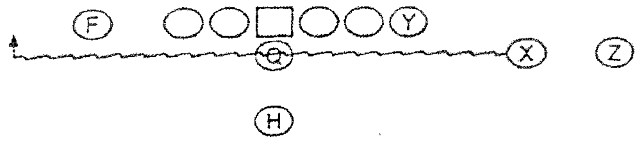
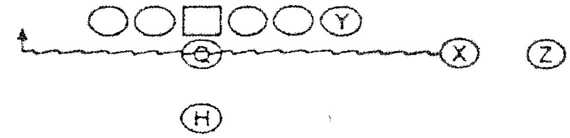
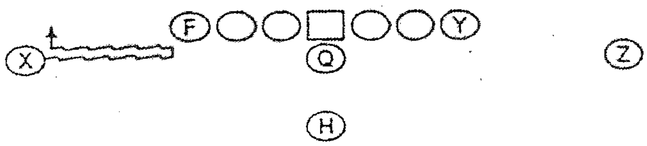
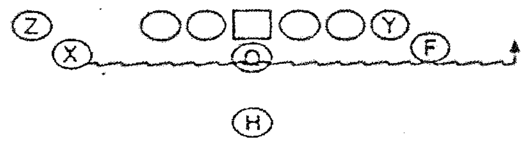


ZORRO
Reverse motion to the openside hold off position.

FLANK RT ZORRO



X MOVEMENTS

OX X crosses into the formation called. DOUBLE RT OX	DUAL RT OX
	
X ORBIT Motion down to the end man on the LOS. DEUCE RT X ORBIT	EXIT Motion out of the formation called while crossing the formation. FLOAT RT EXIT
	

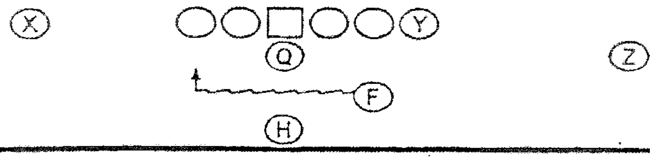
F MOVEMENTS

JAM

F motions away from Y.

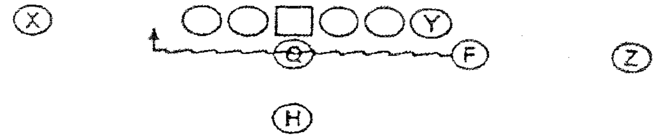
JACK RT JAM

*If the F is in the backfield, his movement will iniate out of the formation called and end according to assignment!



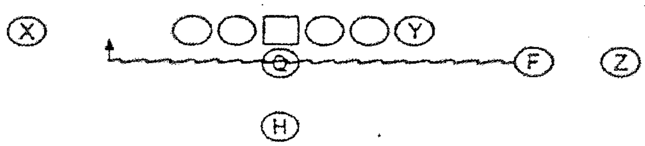
DEUCE RT JAM

*If the F is on the edge, his movement will iniate out of Trips and end up in the formation called!



DOUBLE RT JAM

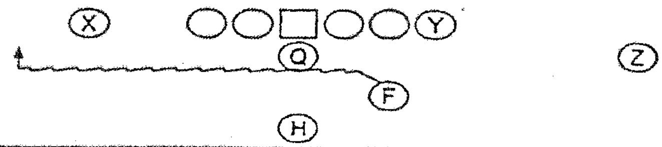
*If the F is detached, his movement will iniate out of Twins and end up in the formation called.



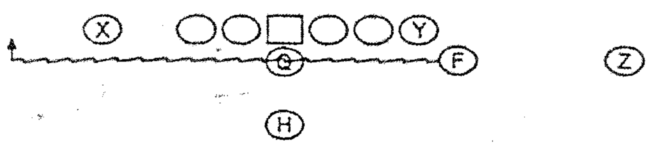
JET

Jam outside of the widest receiver from the formation called.

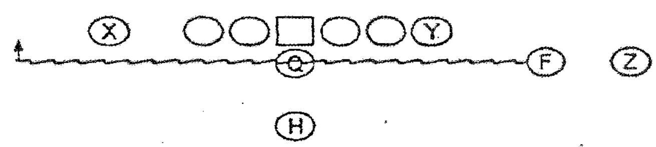
JACK RT JET



TRIP RT JET



TWINS RT JET

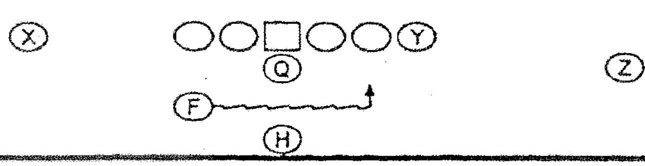


MOTION

F motions toward Y.

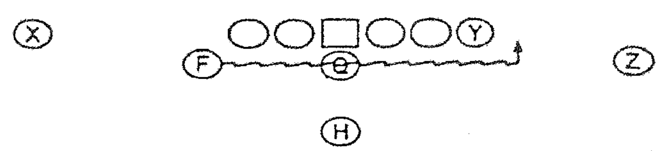
QUEEN RT MOTION

*If the F is in the backfield, his movement will iniate out of the formation called and end according to assignment!



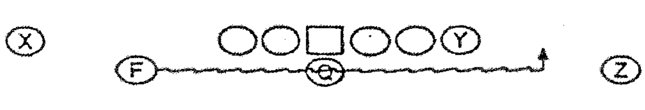
TRIPS RT MOTION

*If the F is on the edge, his movement will iniate out of Deuce and end up in the formation called!



TWINS RT MOTION

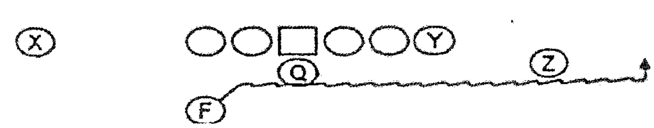
*If the F is detached, his movement will iniate out of Double and end up in the formation called.



BUZZ

Motion outside of the widest receiver from the formation called.

QUEEN RT BUZZ

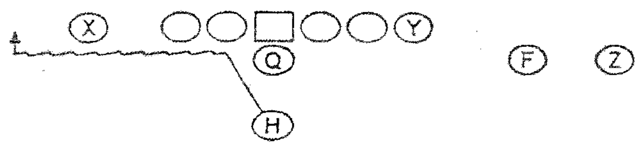


H MOVEMENT

TEX

Extended movement out of the formation called away from Y.

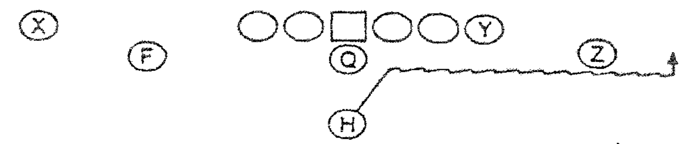
TWINS RT TEX



TOY

Y side extended movement out of the formation called.

DOUBLE RT TOY



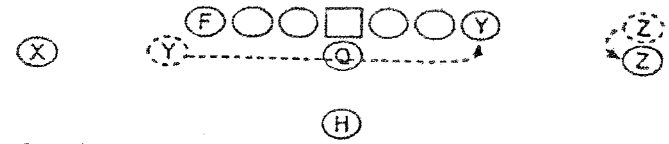
"LEAP"

"LEAP" is a term used to shift the Y into the formation called. It"s equivalent in motion is Fly

Example: "Leap" Deuce Rt

At the LOS the QB says "Ready". At that point, F shifts to the Deuce and Z steps off.

"LEAP" DEUCE RT



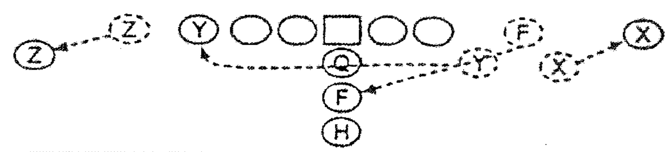
"SCATTER"

"SCATTER" is a term used to shift the X,Y, Z, F, & H from Bunch into the formation called.

Example: "Scatter" I Lt

At the LOS the QB says "Ready". At that point; F-H-X-Y-Z all shift form Bunch Rt to I Lt. There is always a formation strenght change in "Scatter".

"SCATTER" I LT



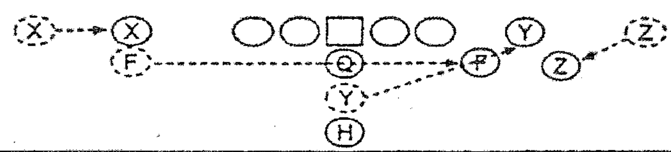
"SHRINK"

"SHRINK" is a term used to shift the X,Y, Z, F, & H from I into Bunch.

Example: "Shrink" Bunch Rt

At the LOS the QB says "Ready". At that point; F-H-X-Y-Z all shift from Double Lt into Bunch Rt. For Y & F this shift is similar to "Stem".

"SHRINK" BUNCH RT



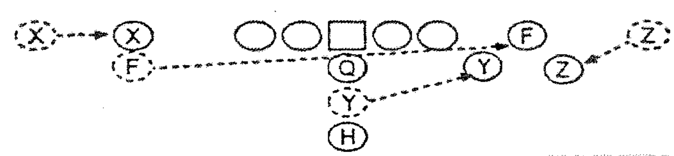
"SHRINK" (Nickel)

"SHRINK" with Nickel people switches the Y & F as in all Nickel Bunch formations.

Example: "Shrink" Bunch Rt

At the LOS the QB says "Ready". At that point; F-H-X-Y-Z all shift from Double Lt into Bunch Rt.

"SHRINK" BUNCH RT



"HOP"

"HOP" is a term used to shift H into the formation called with an automatic Switch (H & F switch alignments and assignments).

Example: "Hop" Flex Rt

At the LOS the QB says "Ready". At that point H shifts out to where F would align if was in Flex.

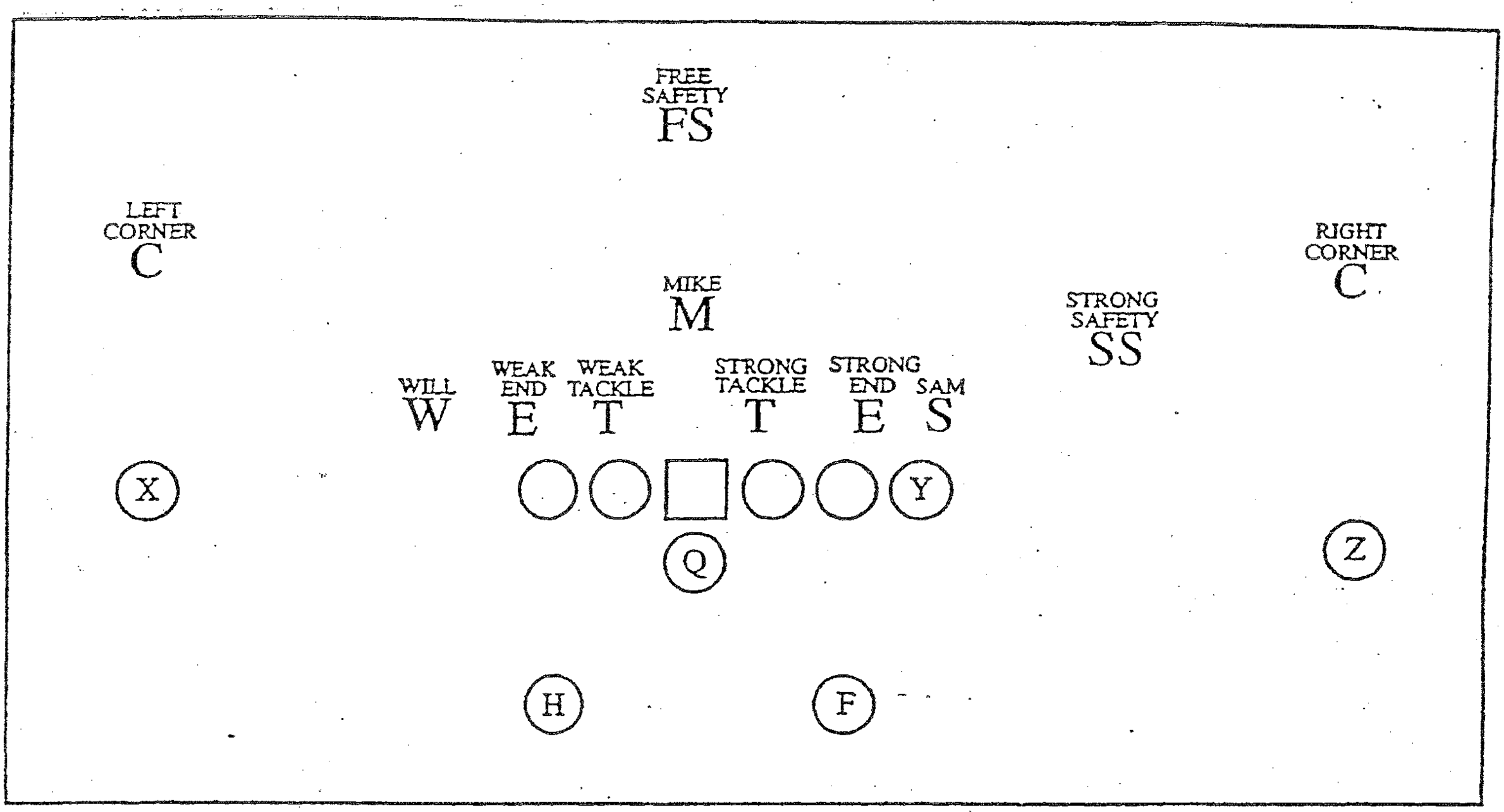
"HOP" FLEX RT



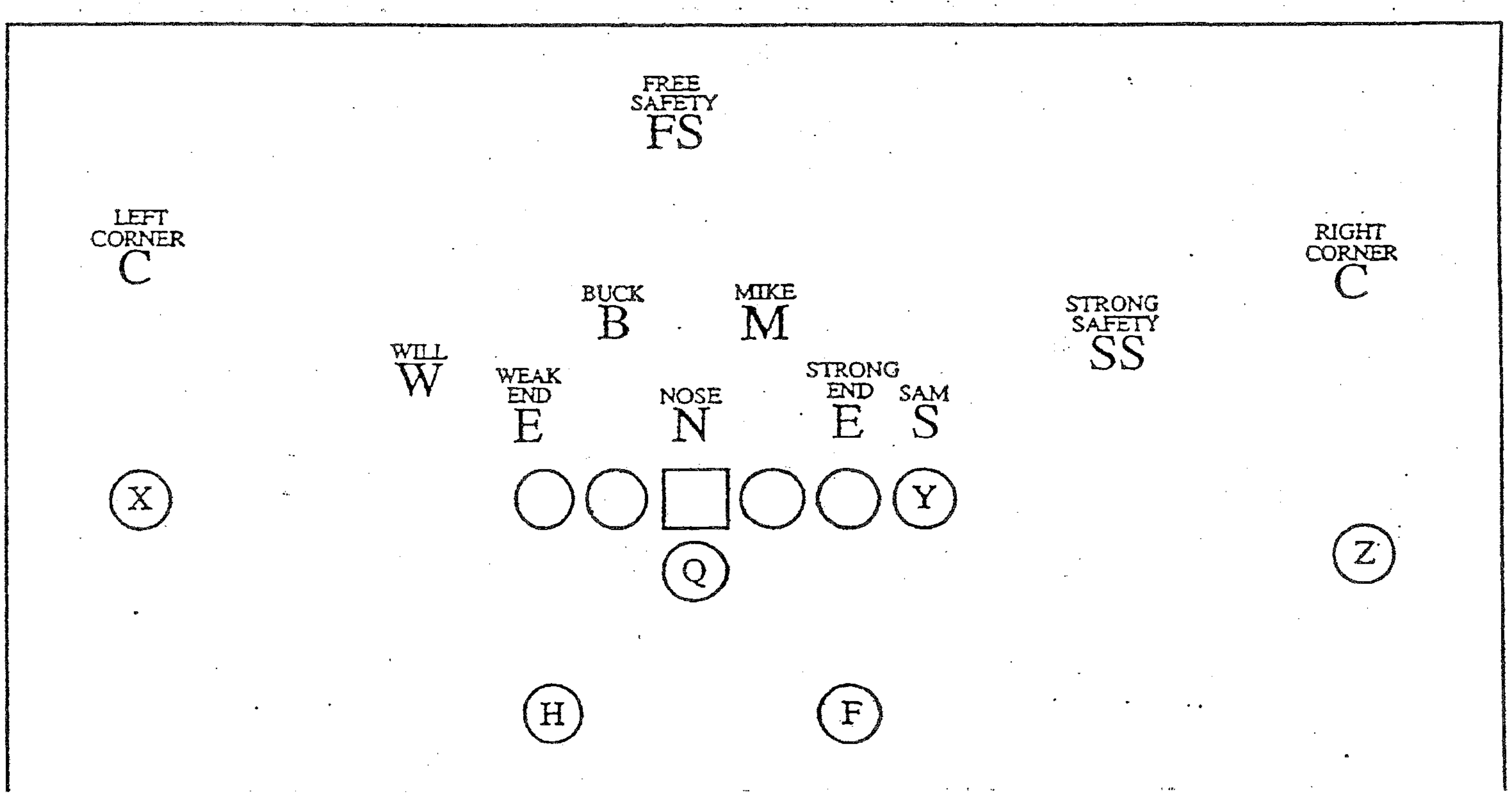
DEFENSIVE FRONTS

IDENTIFICATION OF DEFENSIVE PERSONNEL

43 REGULAR PERSONNEL



34 REGULAR PERSONNEL

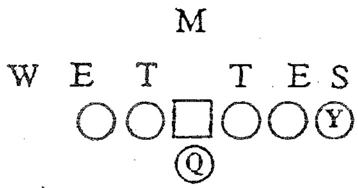


FRONT TERMINOLOGY

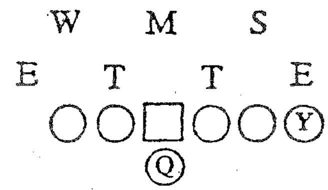
BOS	- LINEBACKERS SLIDE STRONG TO TIGHT END.
EXCHANGE	- WHEN THE STRONG END ALIGNS OUTSIDE THE SAM. SAM WILL USUALLY BE IN A 7 TECHNIQUE AND MIKE AND WILL BOS.
S	- LINEBACKER ALIGNED OVER THE OFFENSIVE STRONG TACKLE.
STACK	- IN A 43 FRONT WHEN SAM, MIKE AND WILL ALIGN IN THE BUBBLES.
BOW	- LINEBACKERS SLIDE WEAK.
UNDER	- THE DEFENSIVE LINE SLIDES AWAY FROM THE TIGHT END IN A 43 SCHEME, OR REDUCES OVER THE WEAK GUARD IN A 34 SCHEME.
OVER	- THE DEFENSIVE LINE SLIDES TOWARDS THE TIGHT END IN A 43 SCHEME, OR REDUCES OVER THE STRONG GUARD IN A 34 SCHEME.
W	- LINEBACKER ALIGNED OVER THE OFFENSIVE WEAK TACKLE.
KC	- WHEN THE DEFENSIVE TACKLE IN A 43 SCHEME ALIGNS ON THE END OUTSIDE IN EITHER AN UNDER OR OVER LOOK.
BEAR	- AN 8 MAN FRONT WITH A SOLID AND EXCHANGE TYPE LOOK OVER THE TIGHT END. IF THE DEFENDER OUTSIDE OF THE TIGHT END IS A DEFENSIVE LINEMAN IT IS AN OVER. IF THE DEFENDER IS A LINEBACKER OR DEFENSIVE BACK IT IS AN UNDER.
CUB	- A 7 MAN BEAR FRONT.
SOLID	- WHEN THE CENTER AND GUARDS ARE COVERED BY DEFENDERS ON THE LOS.
WIDE	- THE STRONG END ALIGNS ON THE TIGHT END WITH THE SAM ON THE LOS OUTSIDE OF HIM.

FOUR DOWN LINEMAN
BASIC FRONTS

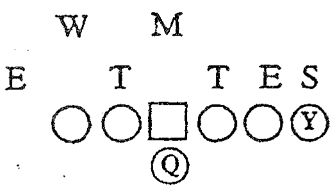
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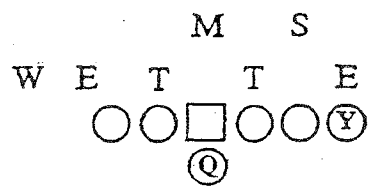
43 STACK



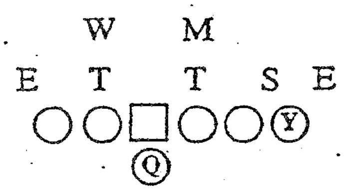
43 W



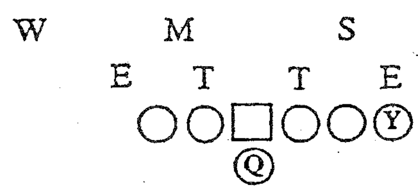
43 S



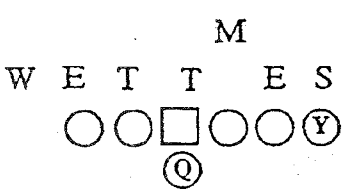
43 BOS EXCHANGE



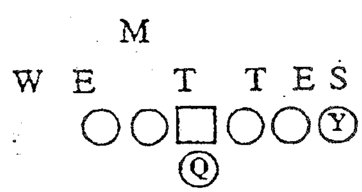
43 BOW



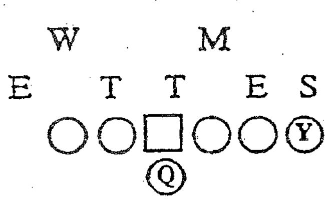
43 UNDER



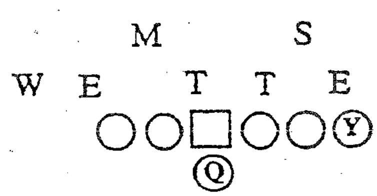
43 OVER



43 UNDER W

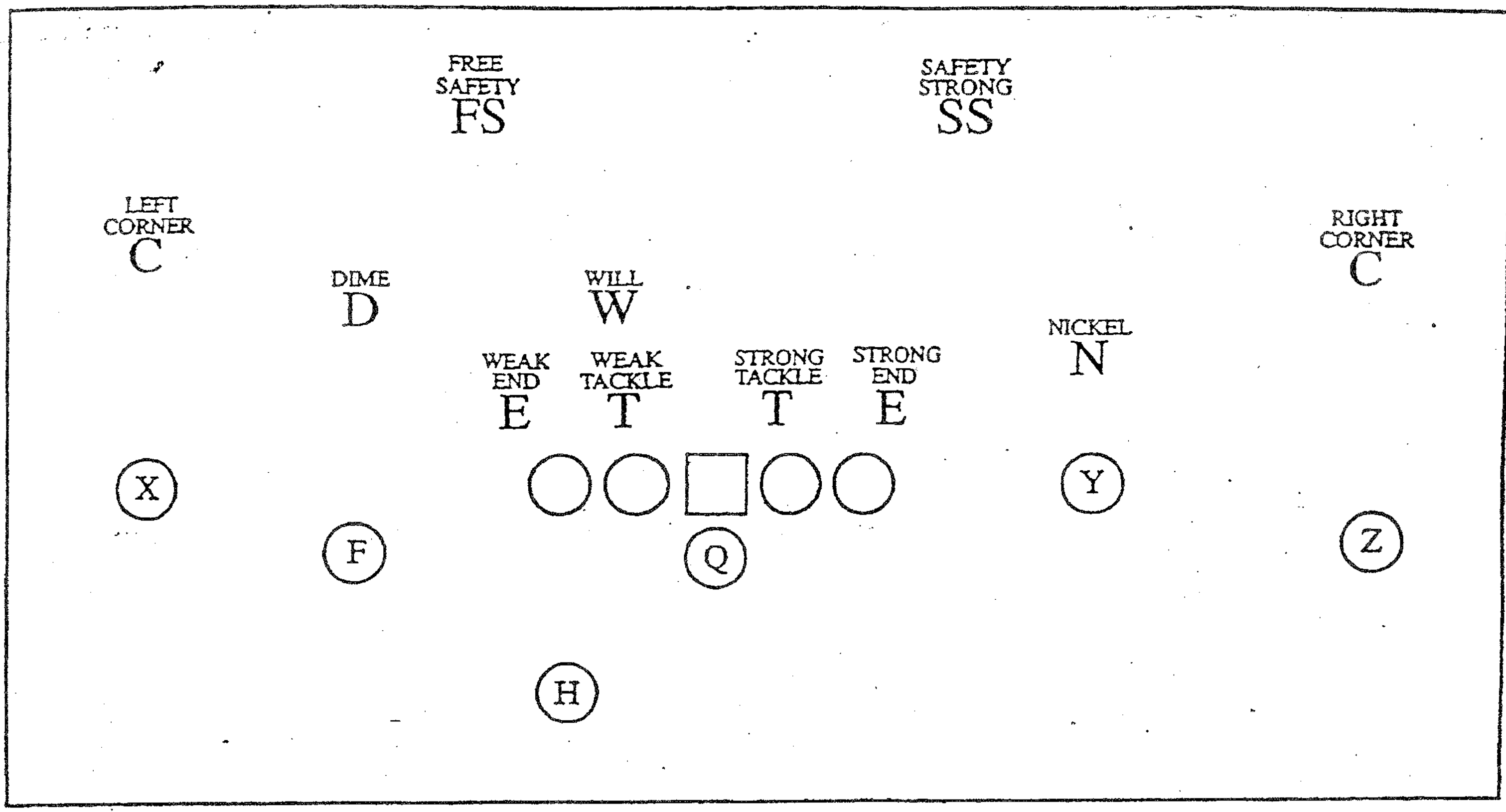


43 OVER S

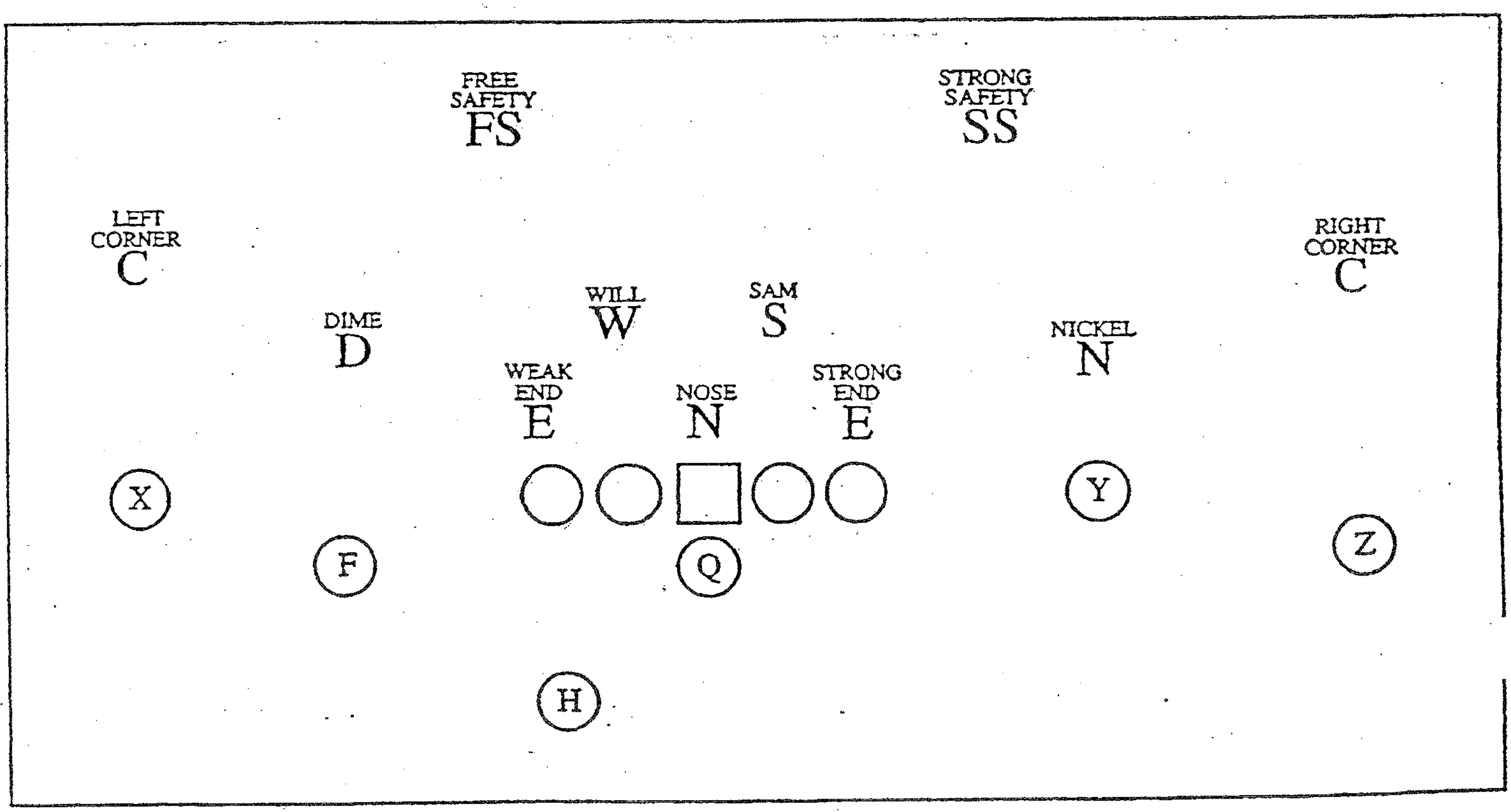


IDENTIFICATION OF DEFENSIVE PERSONNEL

41 DIME PERSONNEL

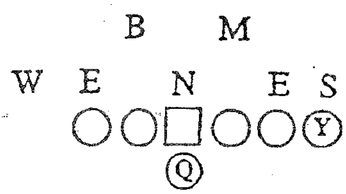


32 DIME PERSONNEL

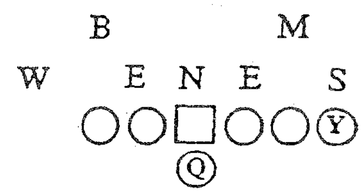


THREE DOWN LINEMAN
BASIC FRONTS

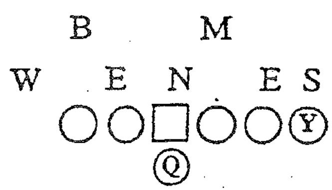
34



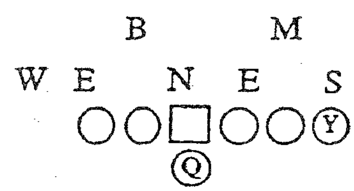
34 SOLID



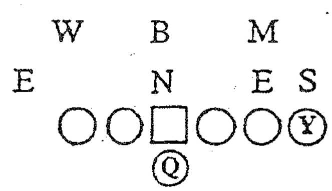
34 UNDER W



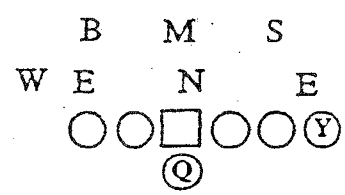
34 OVER S



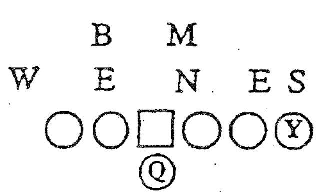
34 BOS



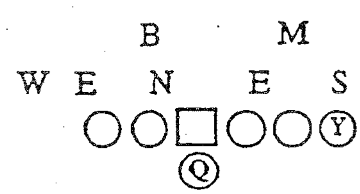
34 BOW



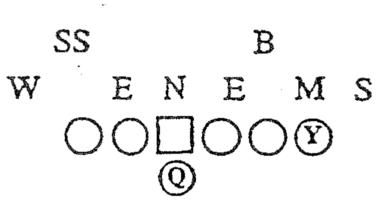
34 G



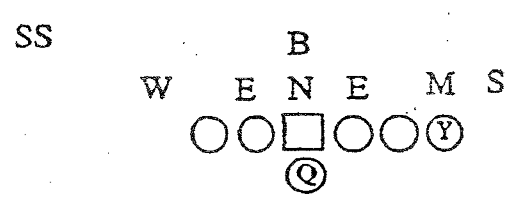
34 WEAK G



34 BEAR



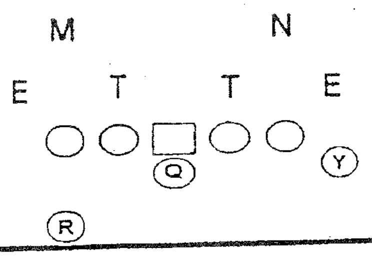
34 CUB VS ONE BACK



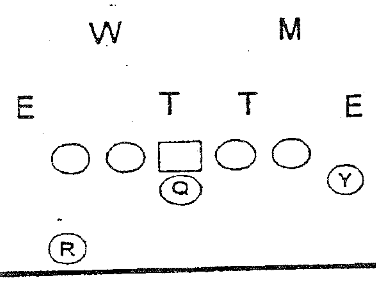
NICKEL FRONTS

FOUR DOWN LINEMAN

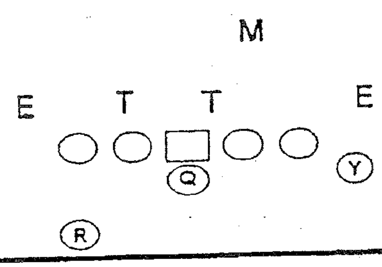
42



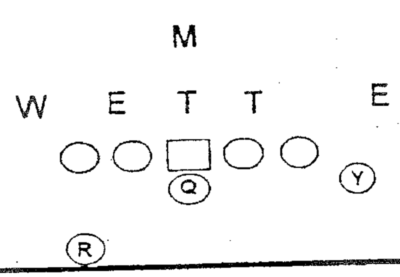
42 OVER (OV)



41 UNDER (UN)

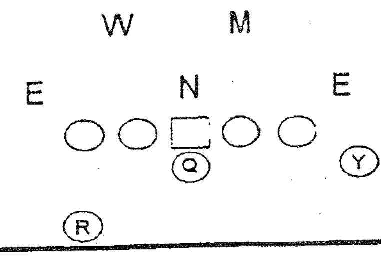


41 SOLID

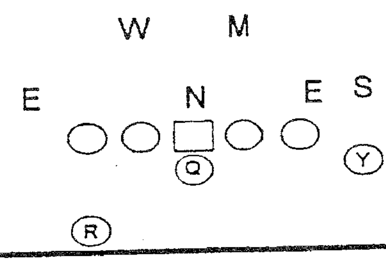


THREE DOWN LINEMAN

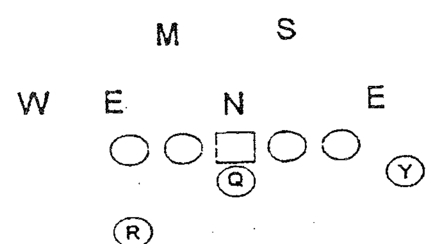
32



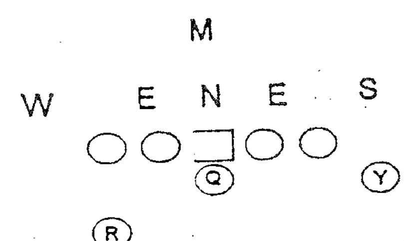
32 STRONG



32 WEAK

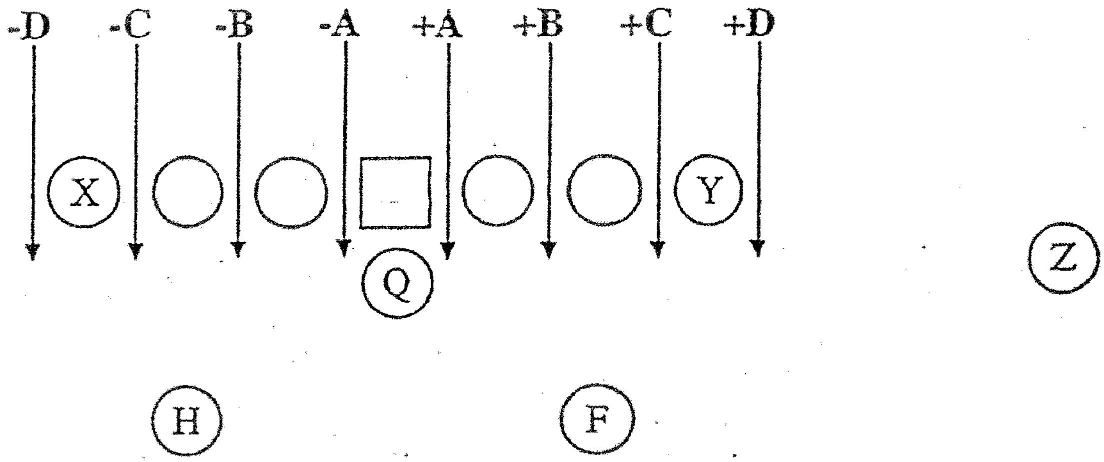


31 SOLID

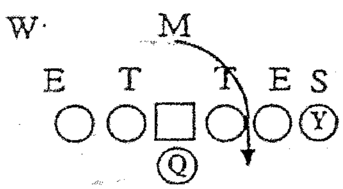


DOGS
(LINEBACKER PENETRATION)

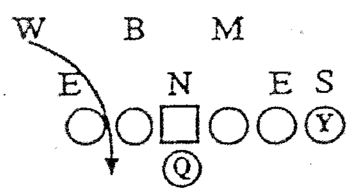
DOGS ARE IDENTIFIED BY THE NAME OF THE PENETRATING LINEBACKER AND THE GAP HE IS GOING THROUGH. WEAKSIDE GAPS ARE INDICATED BY THE MINUS LETTERS AND THE STRONGSIDE GAPS BY THE PLUS LETTERS. THE ORDER OF IDENTIFICATION IS SAM-MIKE- WILL. IN NICKEL, THE ORDER IS NICKEL-SAM-WILL. CROSS DOGS ARE INDICATED BY SWITCHING THE ORDER.



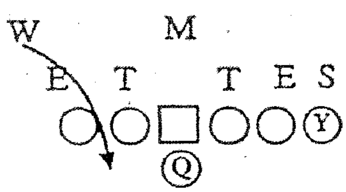
43 MIKE +B (M +B)



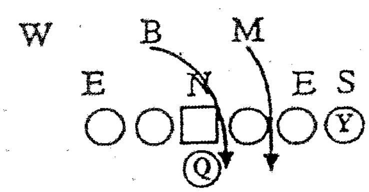
34 WILL -B (W -B)



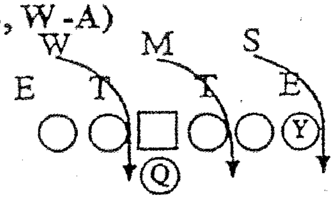
43 WILL -B (W -B)



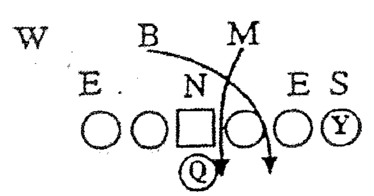
34 MIKE +B, BUCK +A (M +B, B +A)



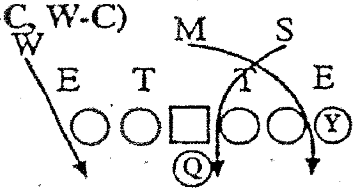
43 SAM +D, MIKE +B, WILL -A
(S +D, M +B, W -A)



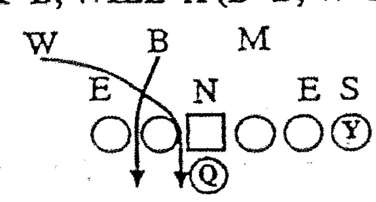
34 MIKE +A, BUCK +B (M +A, W +B)



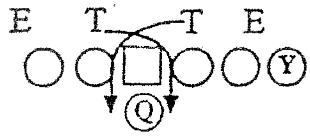
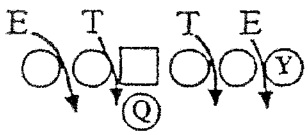
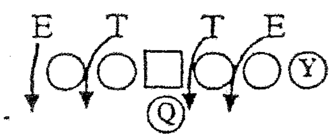
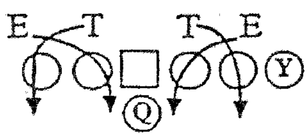
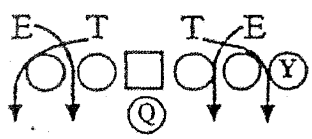
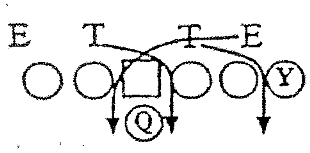
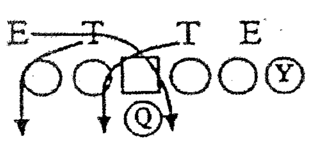
43 SAM +A, MIKE +C, WILL -C
(S +A, M+C, W-C)



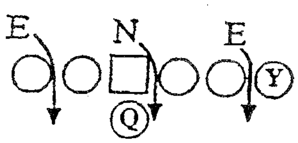
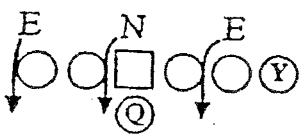
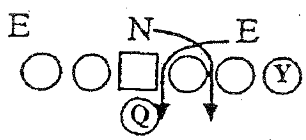
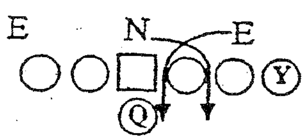
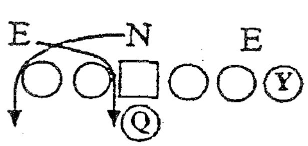
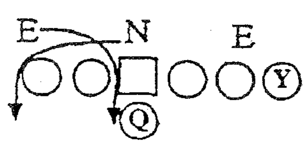
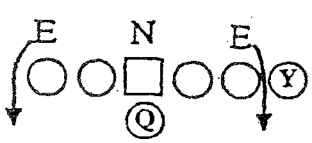
34 BUCK -B, WILL -A (B -B, W -A)



STUNTS
43

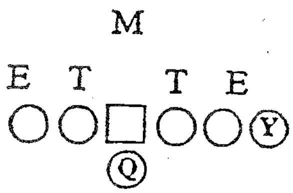
DIAGRAM	EXPLANATION
43 WTT 	DEFENSIVE TACKLES TWIST WITH THE WEAK TACKLE GOING FIRST.
43 SLANT 	DEFENSIVE LINE PENETRATES CONTROLLING THE STRONG GAPS.
43 ANGLE 	DEFENSIVE LINE PENETRATES CONTROLLING THE WEAK GAPS.
43 DOUBLE ET 	DEFENSIVE TACKLE AND END TWIST WITH THE END GOING FIRST.
43 DOUBLE TE 	DEFENSIVE TACKLE AND END TWIST WITH THE TACKLE GOING FIRST.
43 STTE 	THREE MAN GAME WITH THE STRONG END GOING FIRST.
43 WTTE 	THREE MAN GAME WITH THE WEAK END GOING FIRST.

STUNTS
34

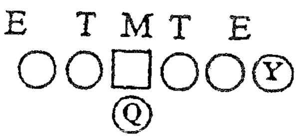
DIAGRAM	EXPLANATION
34 SLANT 	DEFENSIVE LINE PENETRATES CONTROLLING THE STRONG GAPS.
34 ANGLE 	DEFENSIVE LINE PENETRATES CONTROLLING THE WEAK GAPS.
34 SEN 	NOSE AND THE STRONG END TWIST WITH THE END GOING FIRST.
34 SNE 	NOSE AND THE STRONG END TWIST WITH THE NOSE GOING FIRST.
34 WEN 	NOSE AND THE WEAK END TWIST WITH THE END GOING FIRST.
34 WNE 	NOSE AND THE WEAK END TWIST WITH THE NOSE GOING FIRST.
34 OUT 	DEFENSIVE ENDS PENETRATE TO THE OUTSIDE GAPS.

LINEBACKER ALIGNMENTS
MIKE

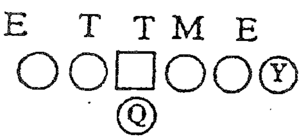
NORMAL



MIC



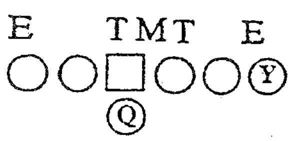
MUG



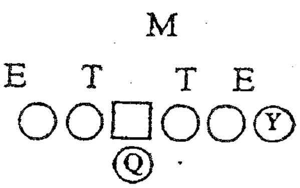
MUT



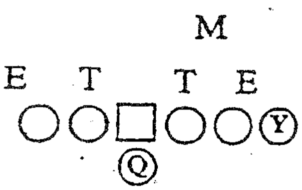
GAP



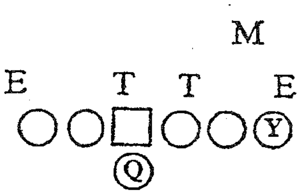
PLUS (+A)



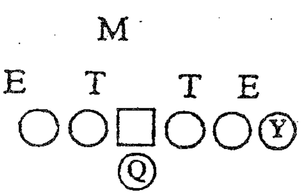
PLUS B (+B)



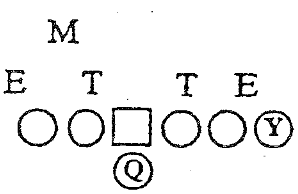
PLUS C (+C)



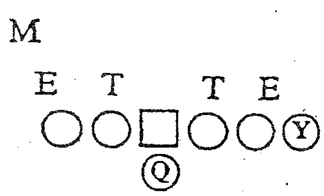
MINUS A (-A)



MINUS B (-B)



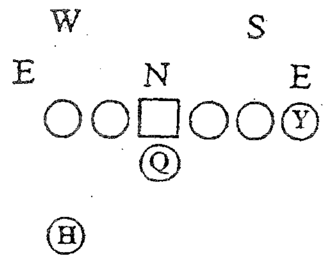
MINUS C (-C)



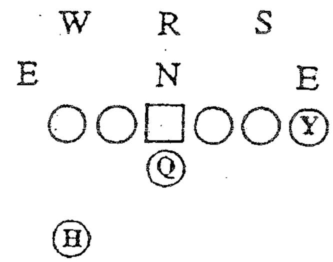
NICKEL FRONTS

THREE DOWN LINEMAN

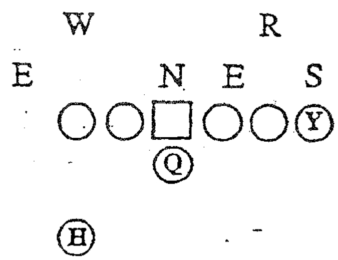
32



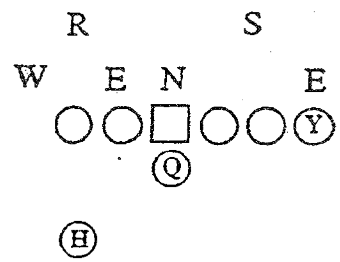
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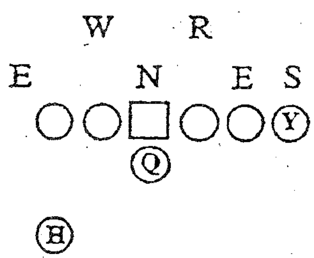
33 S



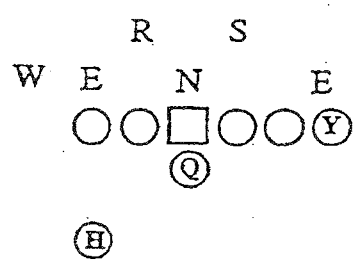
33 W



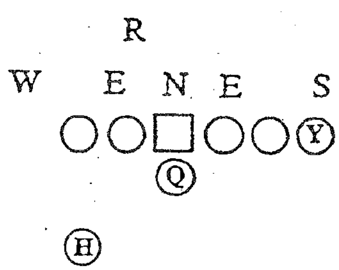
33 STRONG KC



33 WEAK KC

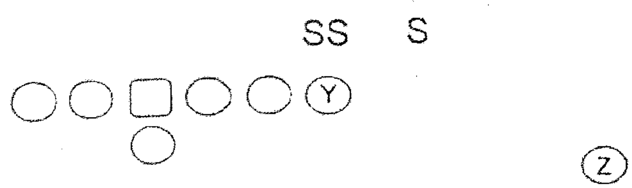


33 SOLID

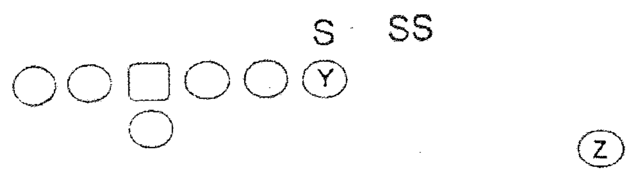


SPECIAL SAFETY ALIGNMENTS

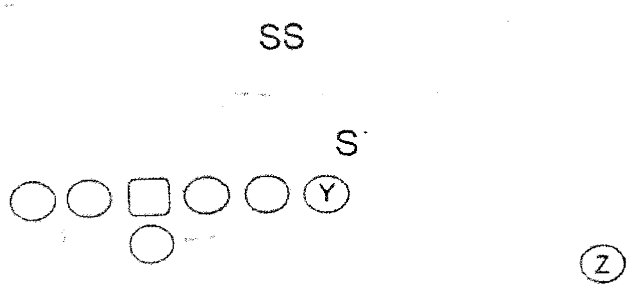
STRONG SAFETY CHOKE



STRONG SAFETY TUFF

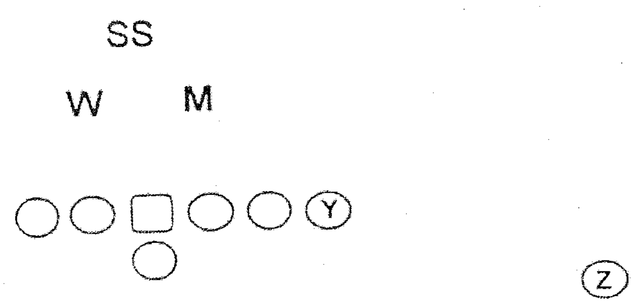


STRONG SAFETY UP

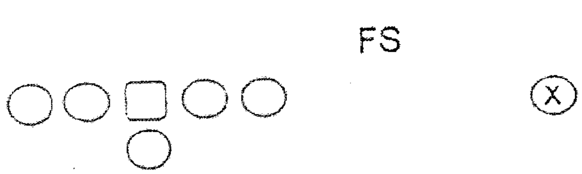


(SS at LB depth)

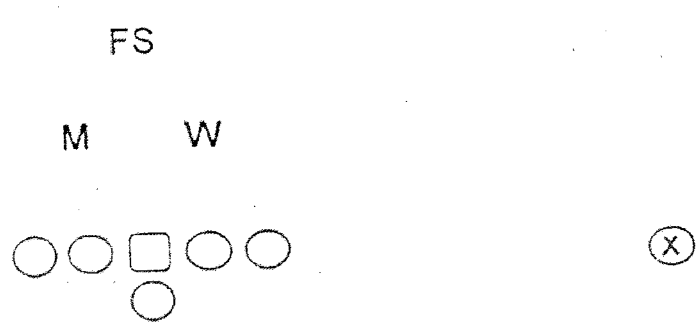
STRONG SAFETY Q



FREE SAFETY TUFF



FREE SAFETY Q



BASIC COVERAGE PRINCIPLES

I COVERAGE DESCRIPTIONS:

Cover 0	=	Man coverage, SS is free, 4 man rush
Cover 1	=	Man coverage, FS is free, 4 man rush
Cover 2	=	2 deep zone balanced, 4 man rush
Cover 3	=	3 deep zone rotated strong, 4 man rush
Cover 4	=	3 deep zone rotated weak, 4 man rush
Cover 5	=	2 deep zone unbalance strong, 4 man rush
Cover 6	=	Man coverage with six defenders rushing with a dog and/or blitz
Cover 7	=	Man coverage with weakside over play usually with a double coverage of some type
Cover 8	=	1/4-1/4-1/2 configuration, or 4 deep zone (Quads)
Cover 9	=	Man coverage with strongside over play usually with a double coverage of some type

II DEFENSIVE GROUPINGS:

Penny	=	3 DB's
Nickel	=	5 DB's
Dime	=	6 DB's
Dollar	=	7 DB's

The application of the coverage descriptions to the different groupings are as follows:

Basic 4 DB's and Penny utilize the single number indicating the coverage. Nickel, Dime and Dollar all use a double digit. The first digit defines the strongside of the coverage. The second digit defines the weakside.

III COVERAGE TERMINOLOGY

1. ACE - double coverage on widest receiver.

2. BUZZ - OLB with flat and force responsibility.

3. CATCH - a corner technique in which he has flat responsibility while playing level off at around five yards.

4. CHOKE - an alignment placing the SS on the LOS in front of Y with an outside rusher on the LOS.

5. CINCO - five man rush.

6. CLOUD - corner having flat and force responsibility.

DEFENSIVE COVERAGES

CALLING COVERAGES

USE THE FOLLOWING SEQUENCE TO CALL COVERAGES BASED ON OUR COVERAGE NUMBERS AND TERMS.

ZONE:

1ST;		COVERAGE NUMBER
2ND;		SKY, CLOUD OR BUZZ TO INDICATE PRIMARY FORCE/FLAT RESPONSIBILITY.
3RD;		DESCRIPTIVE TERM FOR SPECIAL SECONDARY TECHNIQUE. (i.e. CATCH) OR SECONARY ZONE ASSIGNMENTS (i.e. QUADS) IF NECESSARY.
4TH;		MAX OR CINCO TO INDICATE NUMBER OF RUSHERS IF NECESSARY.
5TH;		ANY DOG OR BLITZ

EXAMPLES:

3 SKY MAX
7 ACE
2 CATCH
3 BUZZ CINCO
(S+D, M+A, W-C)

*NICKEL, DIME AND DOLLAR COVERAGES ARE INDICATED BY TWO DIGITS. THE FIRST IS THE STRONGSIDE AND THE SECOND IS THE WEAKSIDE.

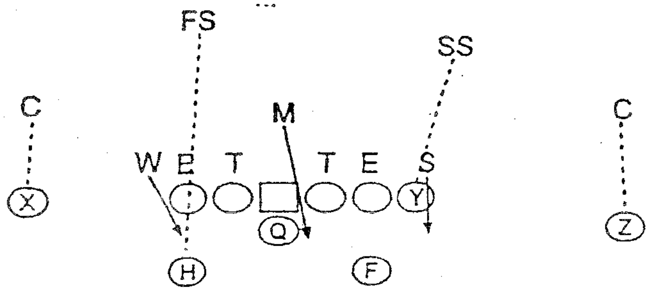
EXAMPLE:

3 SKY/4 BUZZ
9 DEUCE/2 YALE
11 ROBBER
22 YALE

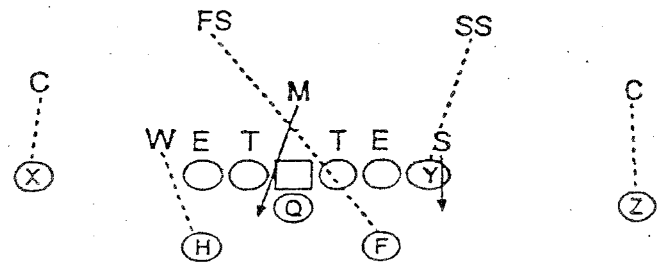
COVER 0

Dog/Blitz coverage, 6 or more pressure, M.F.O.

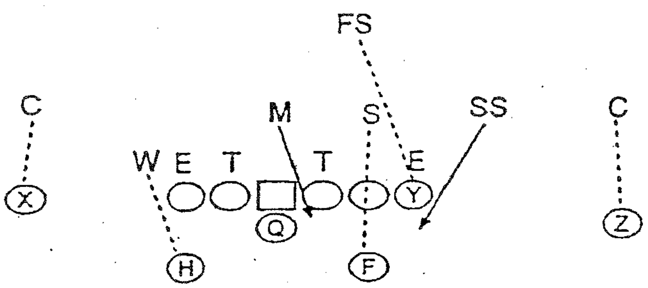
COVER 0 (S+D, M+A, W-C)



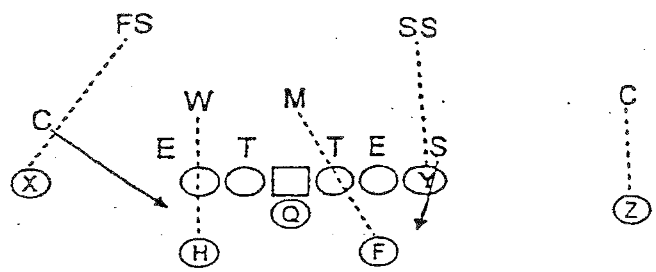
COVER 0 (S+D, M-A)



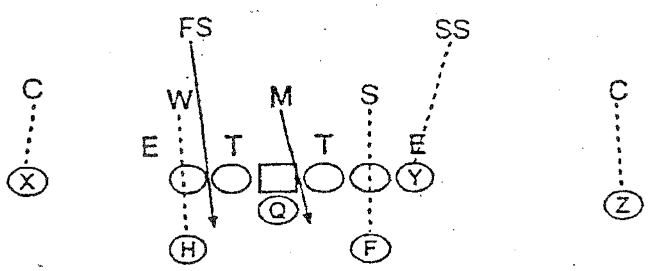
0 PISTOL (SS+D,M+A)



0 CRASH (S+D, C-C)



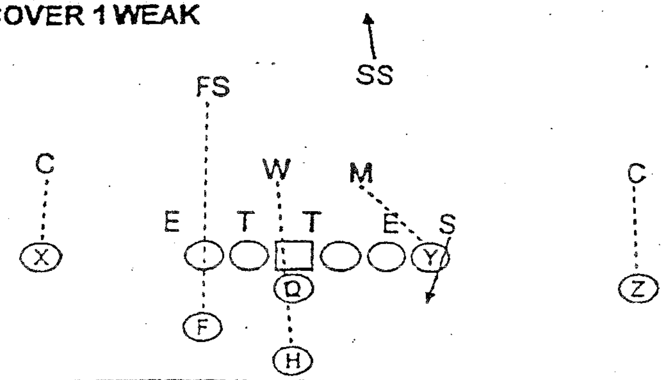
0 STING (M+A, FS-B)



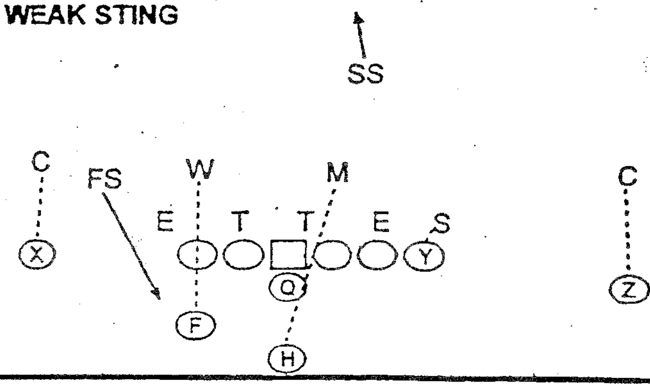
COVER 1 WEAK

Man coverage, SS is free, 5 man rush, M.F.C.

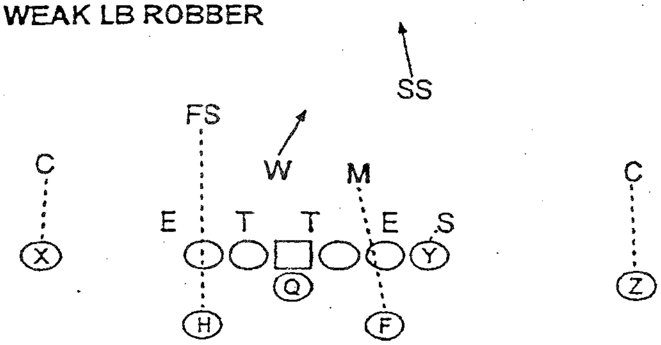
COVER 1 WEAK



1 WEAK STING

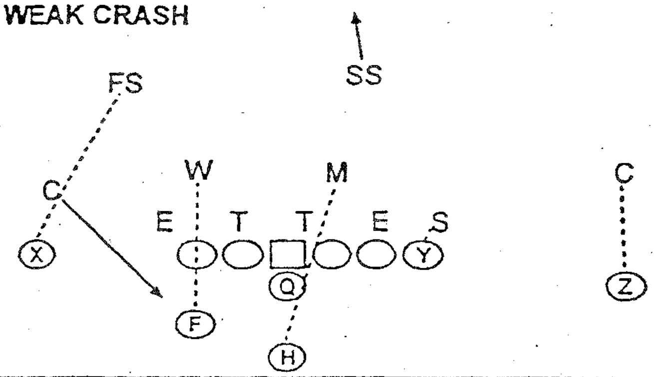


1 WEAK LB ROBBER

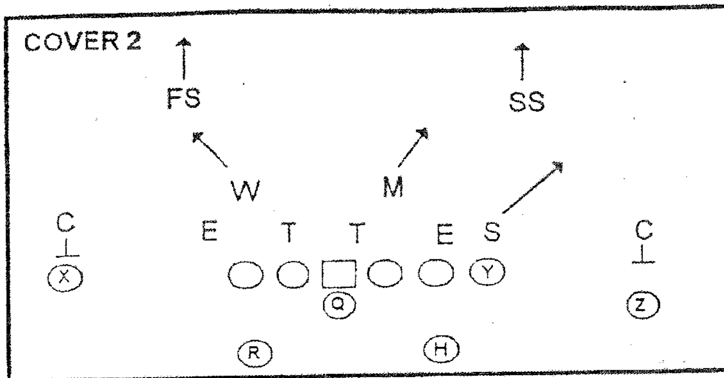


*S-M-W combo F & Y with one becoming the Robber!

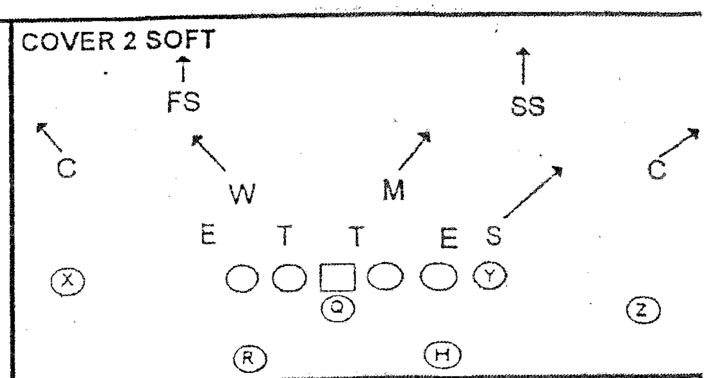
1 WEAK CRASH



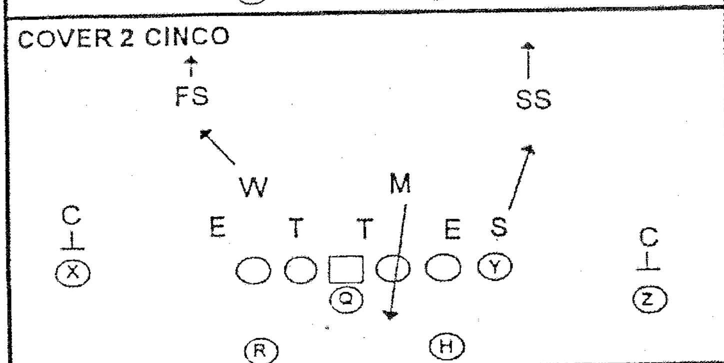
COVER 2



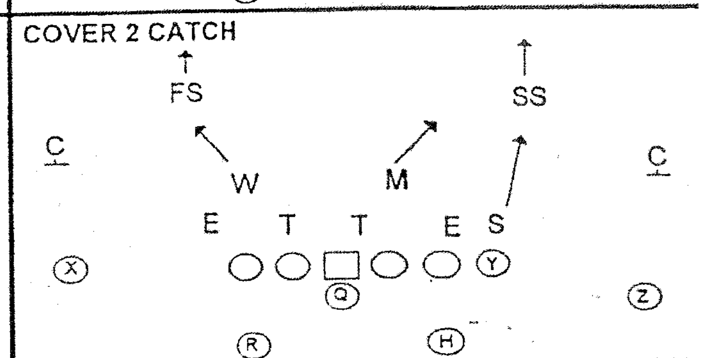
COVER 2



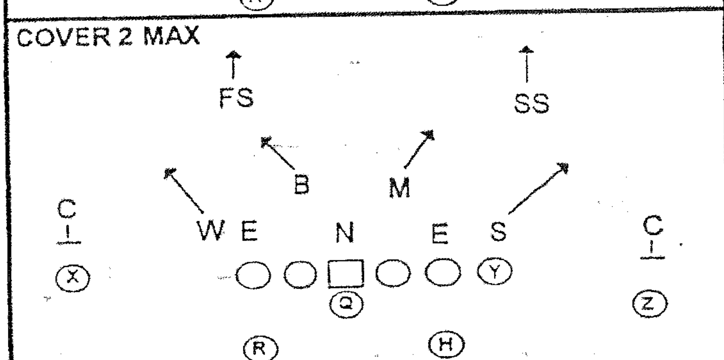
COVER 2 SOFT



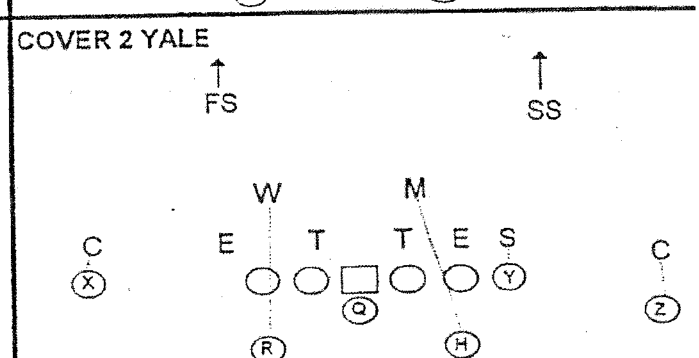
COVER 2 CINCO



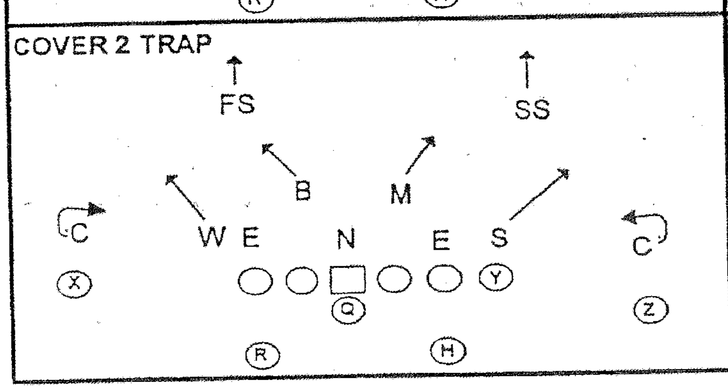
COVER 2 CATCH



COVER 2 MAX



COVER 2 YALE

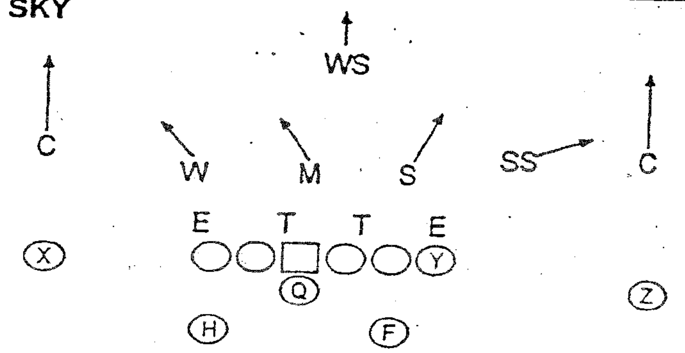


COVER 2 TRAP

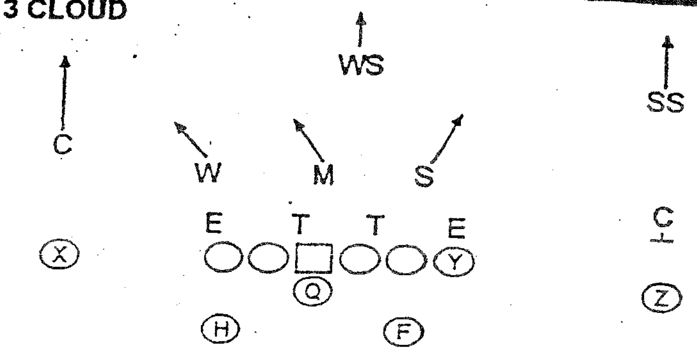
COVER 3

3 deep zone rotated strong, 4 man rush, M.F.C.

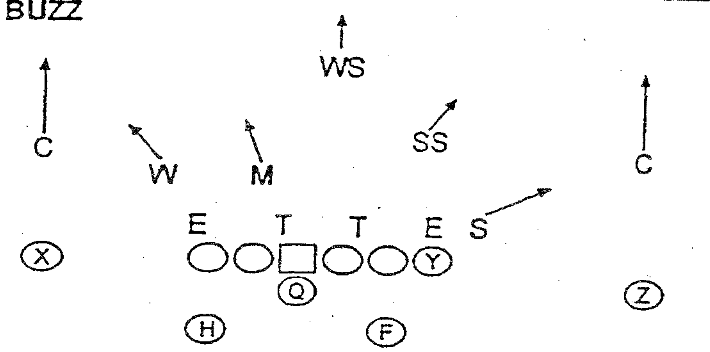
3 SKY



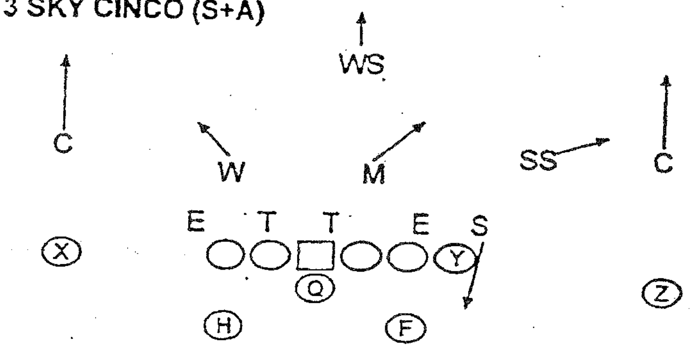
3 CLOUD



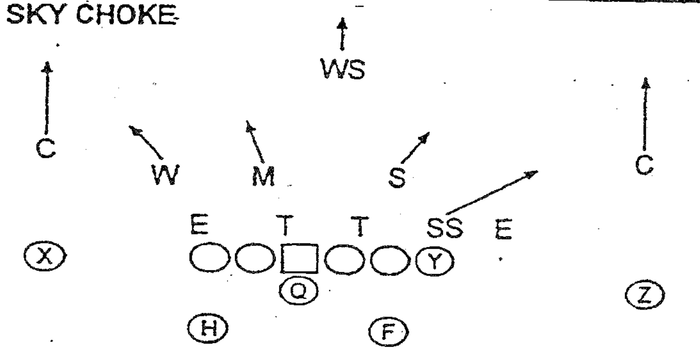
3 BUZZ



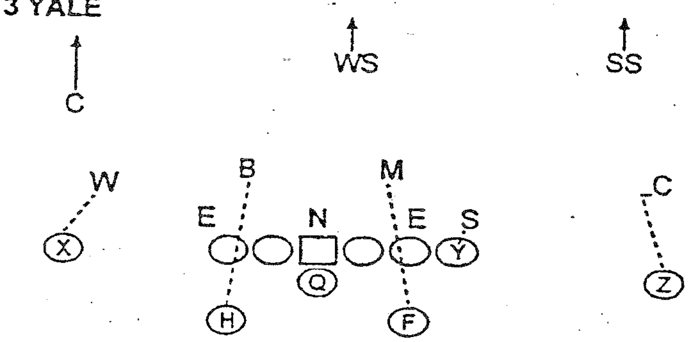
3 SKY CINCO (S+A)



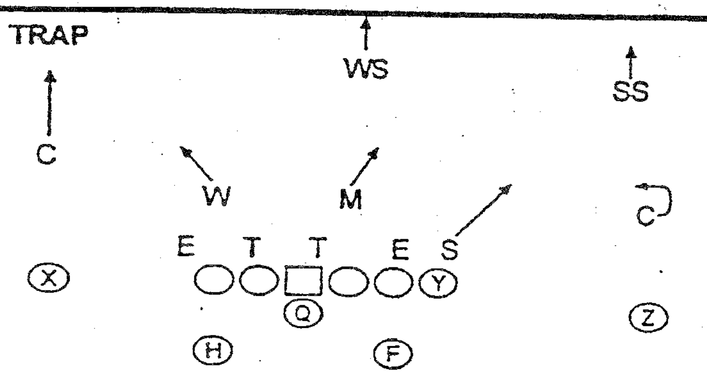
3 SKY CHOKE



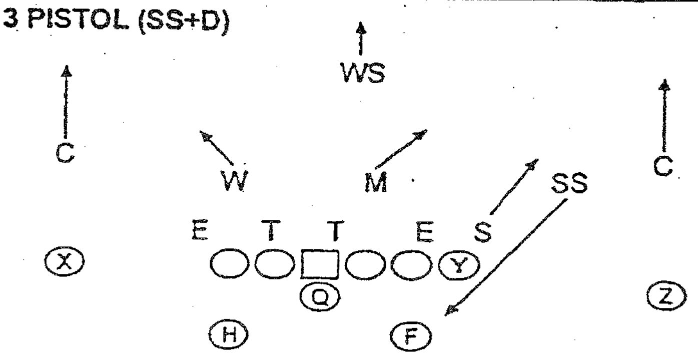
3 YALE



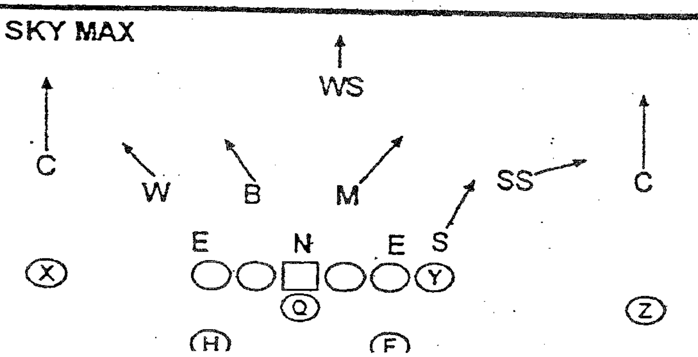
3 TRAP



3 PISTOL (SS+D)

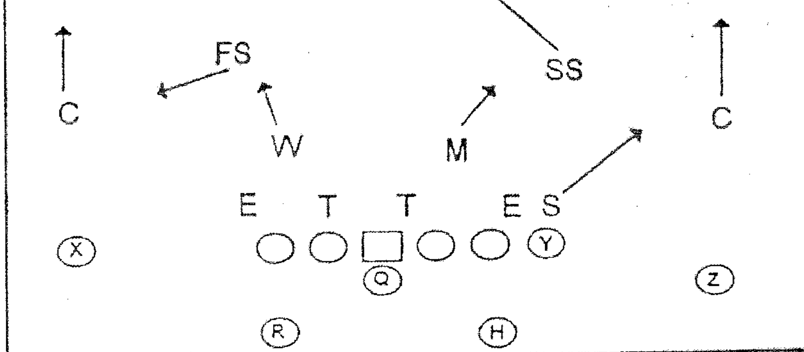


3 SKY MAX

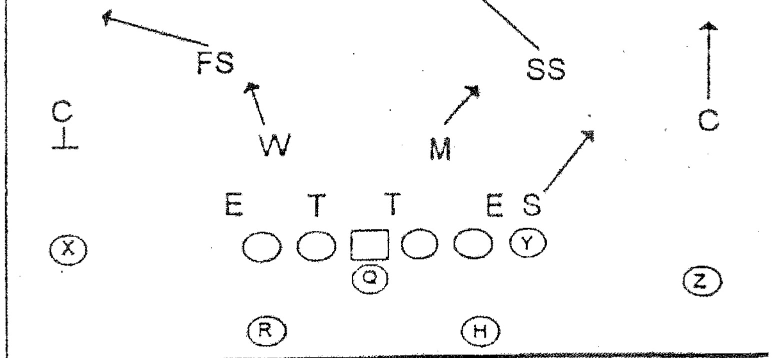


COVER 4

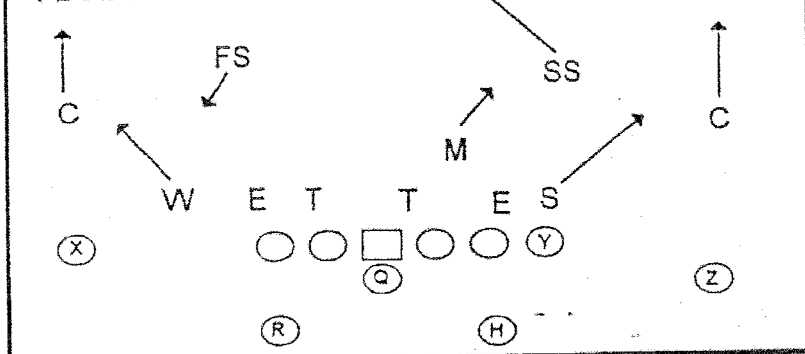
4 SKY



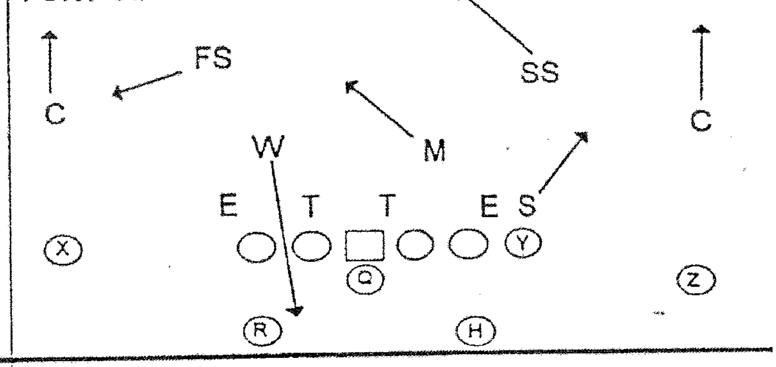
4 CLOUD



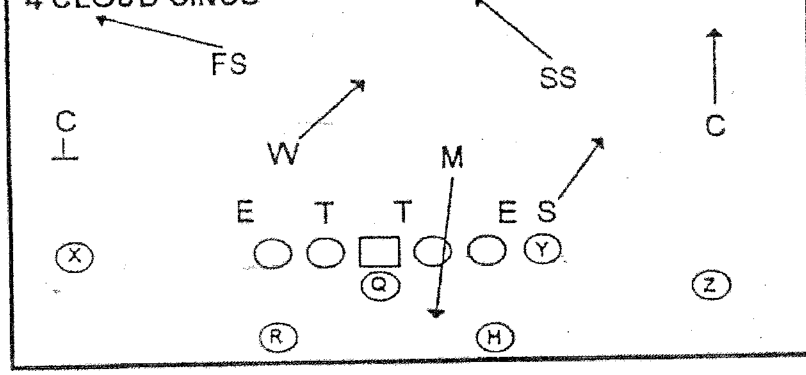
4 BUZZ



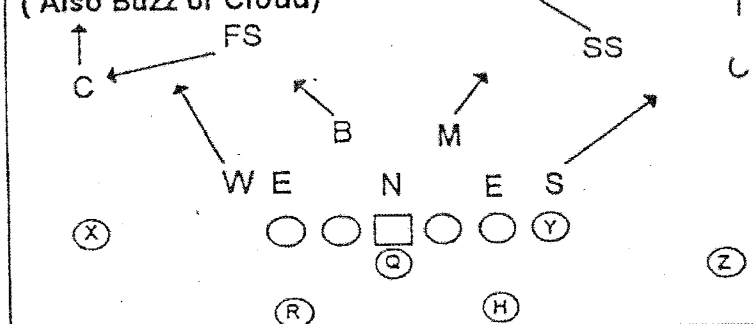
4 SKY CINCO



4 CLOUD CINCO

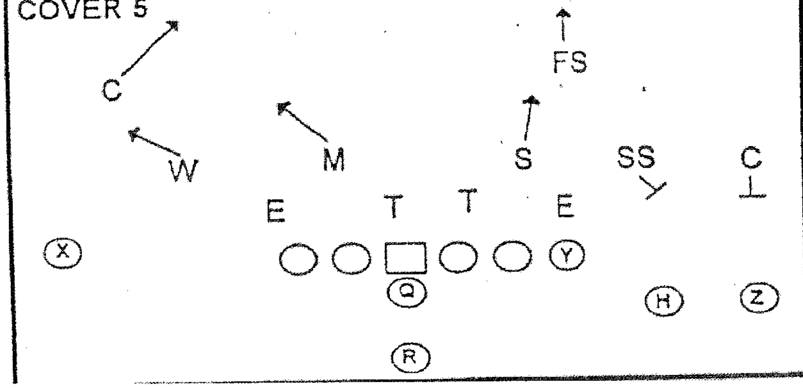


COVER 4 SKY MAX
(Also Buzz or Cloud)

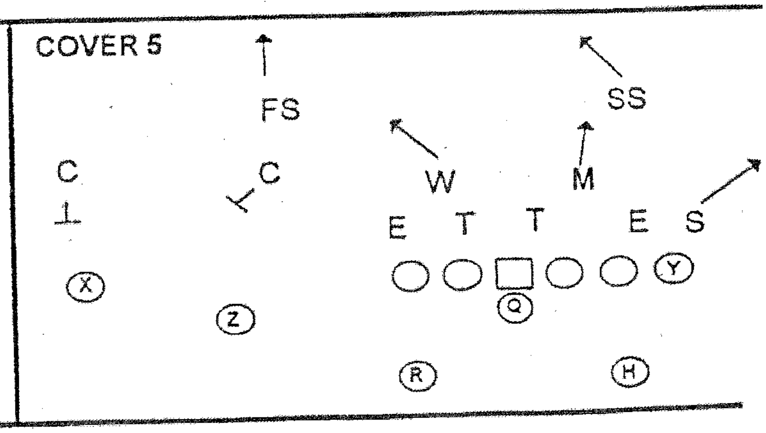


COVER 5

COVER 5



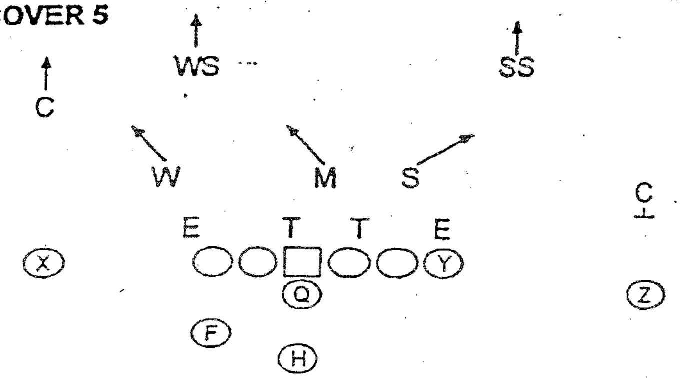
COVER 5



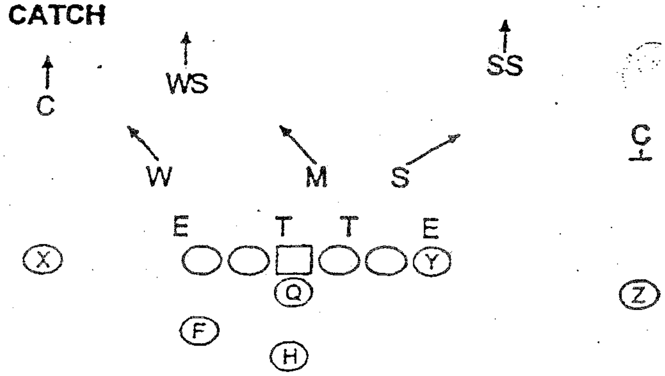
COVER 5

Strongside zone, cloud force strong, 1/4-1/4 coverage weak, M.F.O.

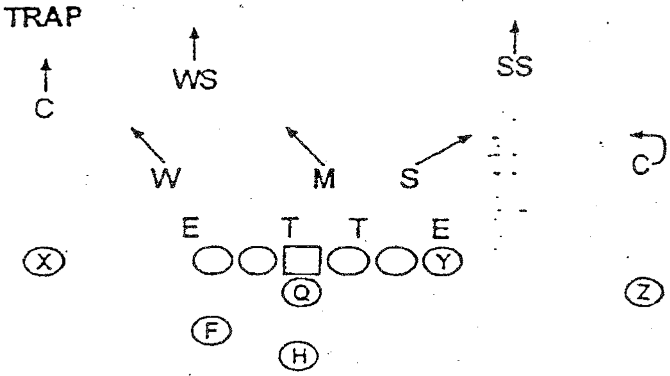
COVER 5



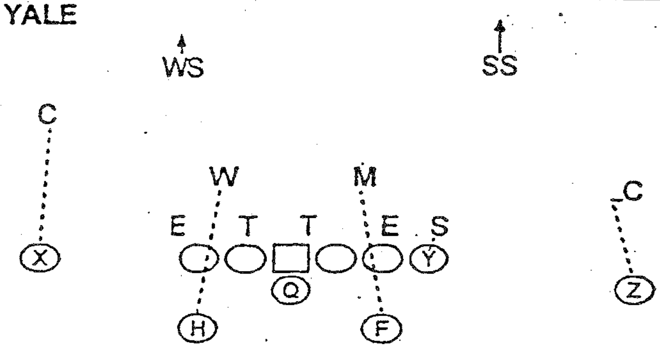
5 CATCH



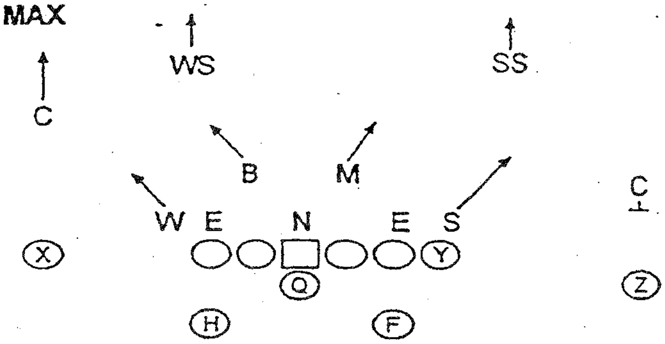
5 TRAP



5 YALE



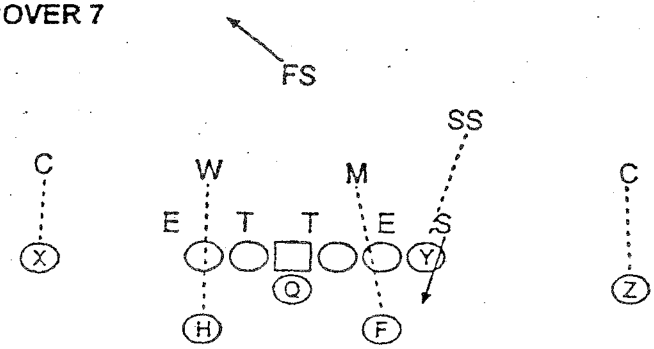
5 MAX



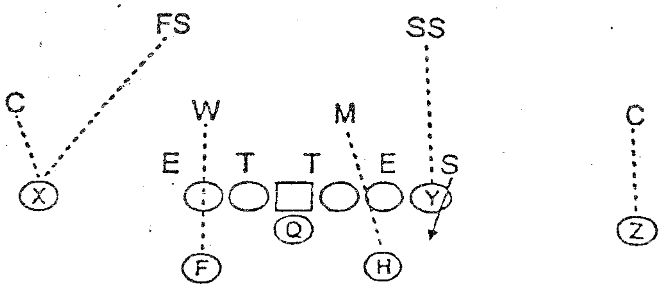
COVER 7

Man coverage with weakside over play usually with a double coverage of some type, M.F.O.

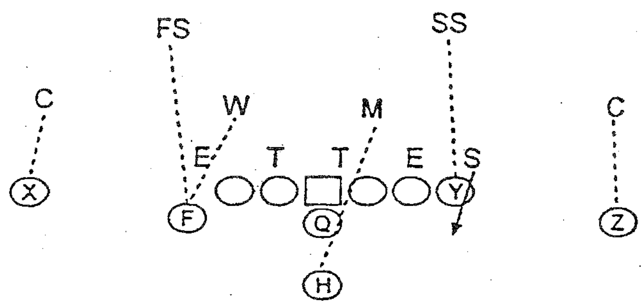
COVER 7



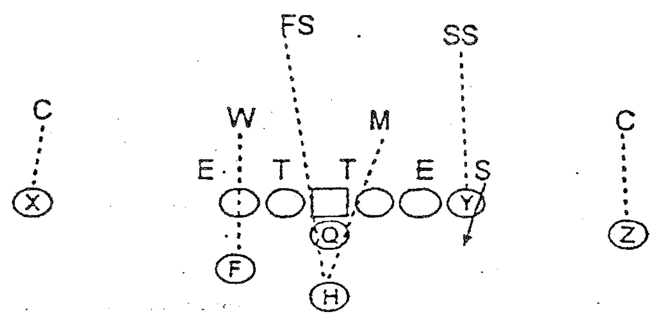
7 ACE



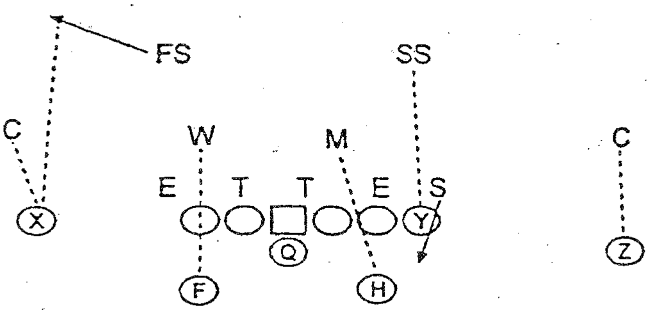
7 DEUCE



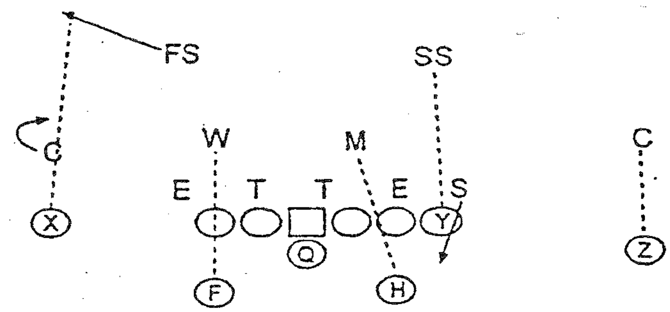
7 TREY



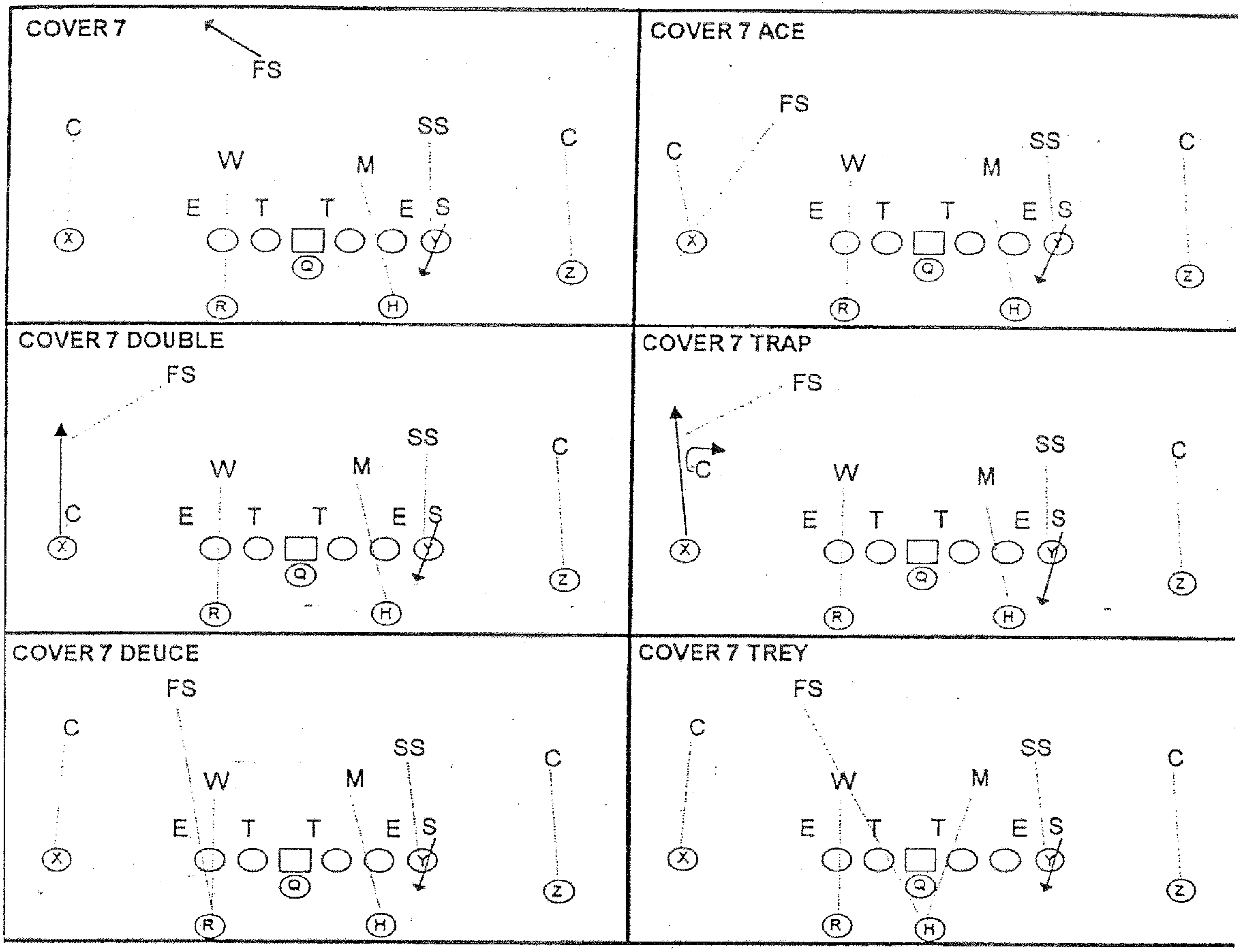
7 DOUBLE



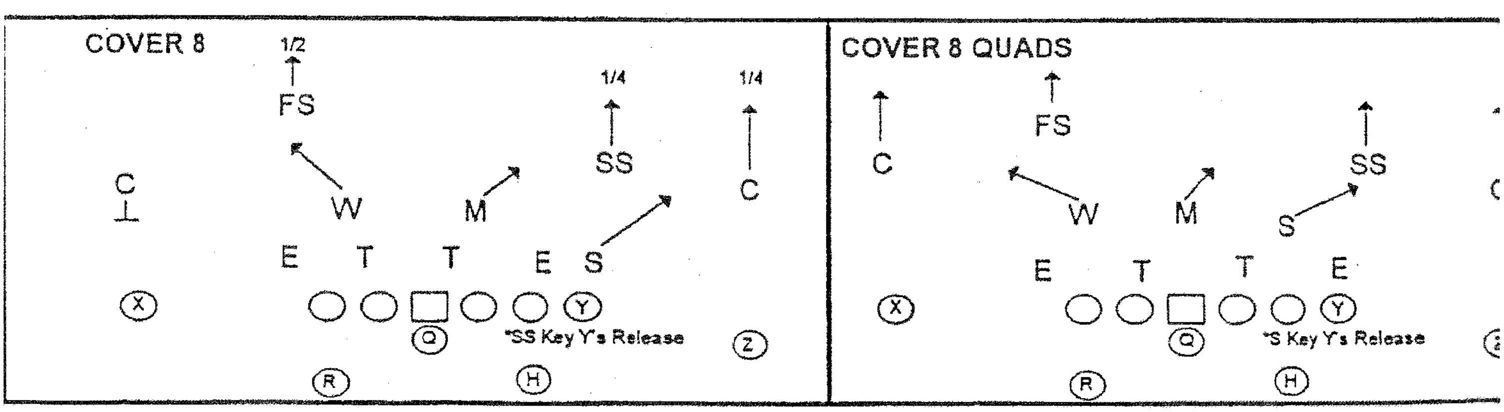
7 TRAP



COVER 7



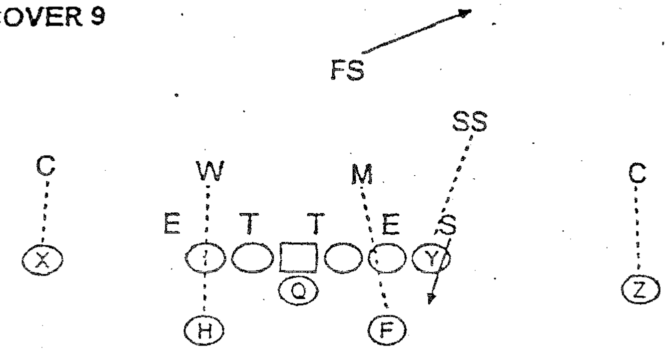
COVER 8



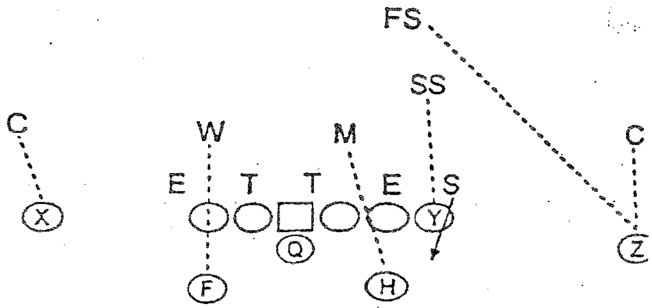
COVER 9

Man coverage with weakside over play usually with a double coverage of some type, M.F.O.

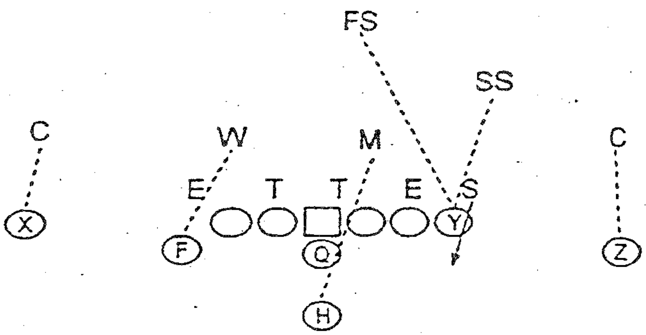
COVER 9



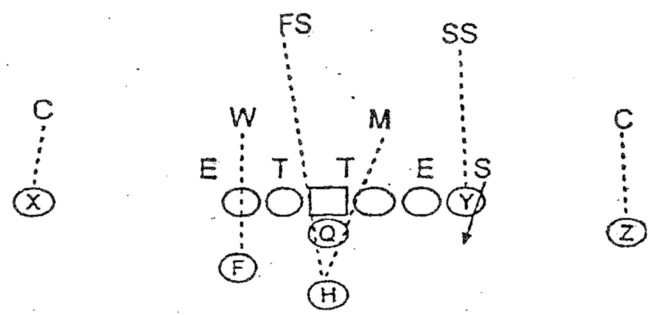
9 ACE



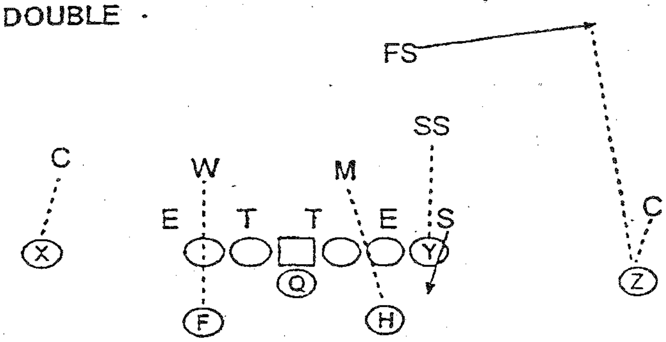
9 DEUCE



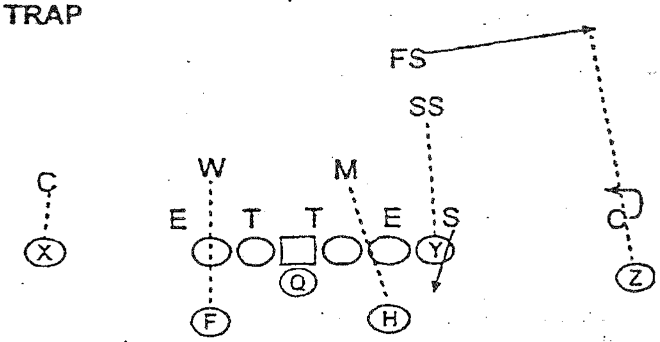
9 TREY



9 DOUBLE

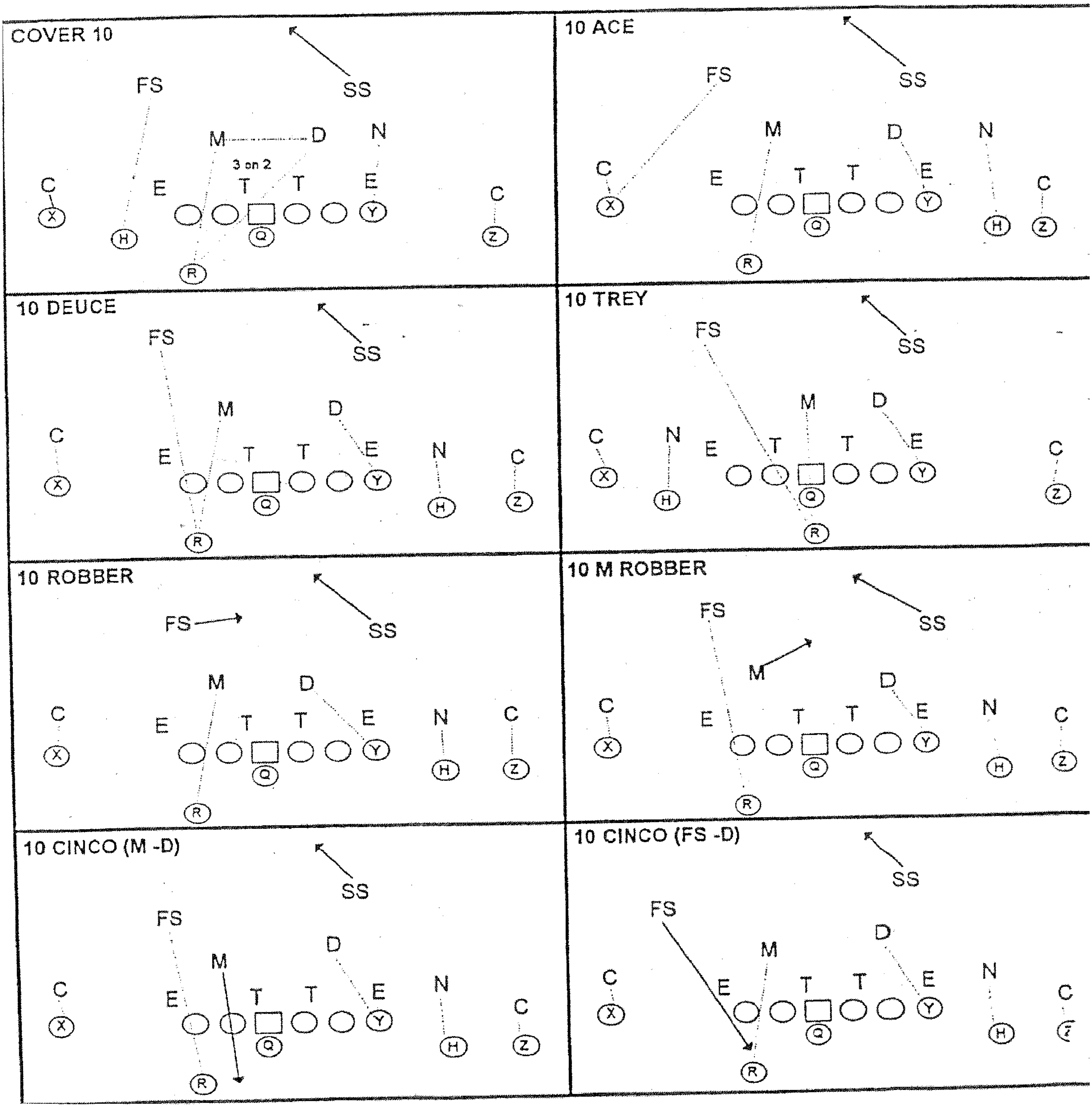


9 TRAP



NICKEL, DIME, AND DOLLAR COVERAGES

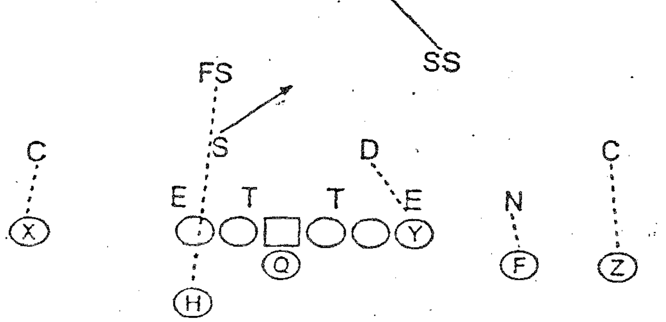
COVER 10



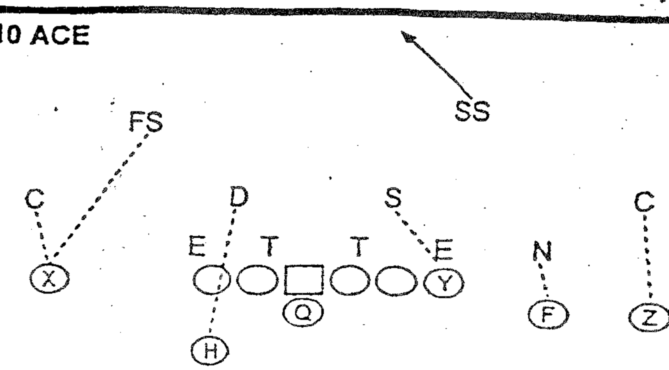
COVER 10

Nickel man coverage, SS is free, FS is M/M on #2 weak, M.F.C.

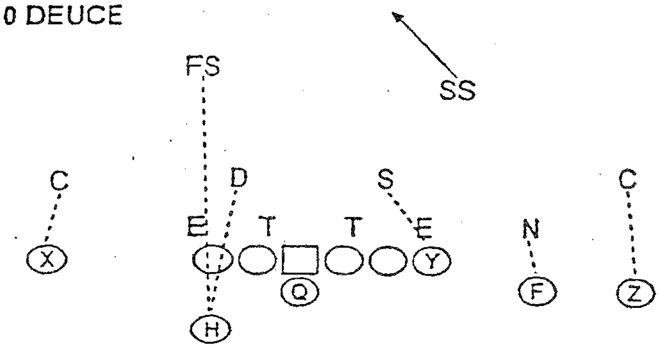
10 LB ROBBER



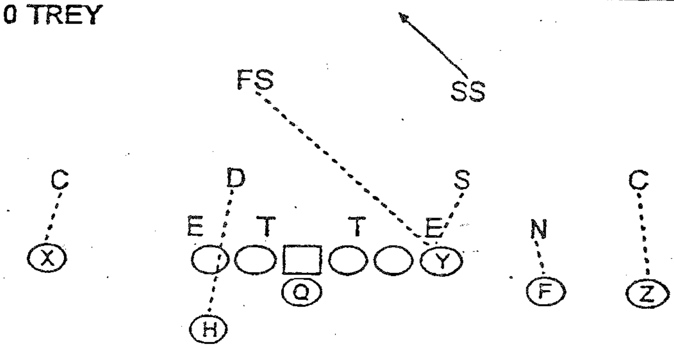
10 ACE



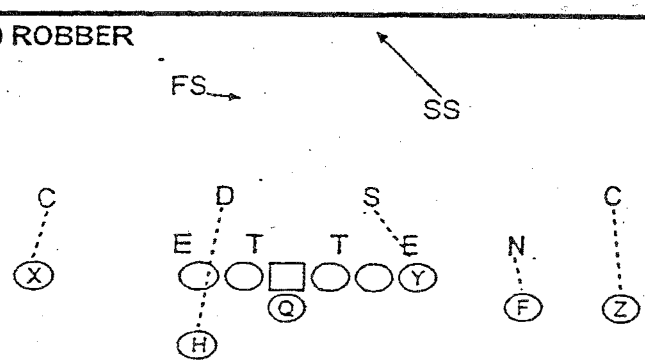
10 DEUCE



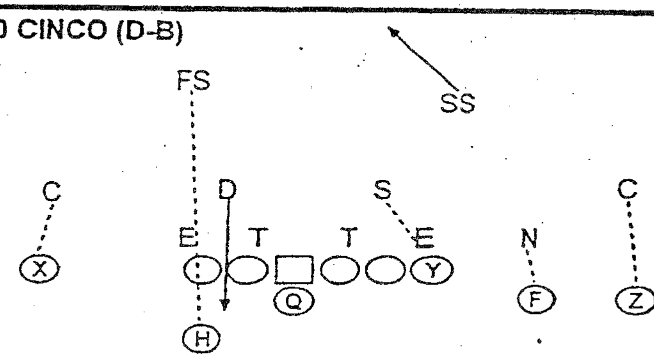
10 TREY



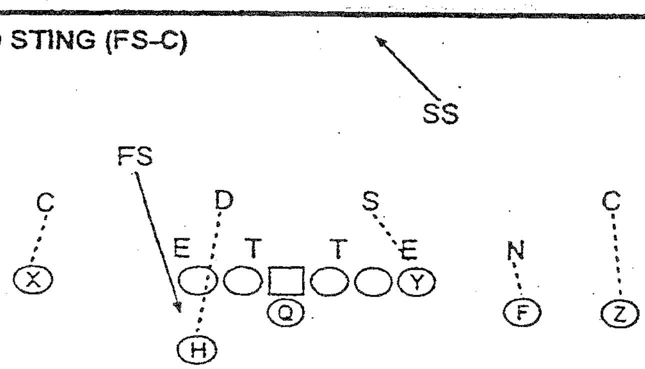
10 ROBBER



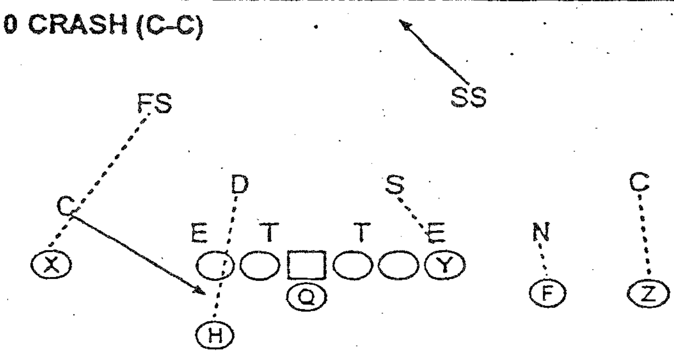
10 CINCO (D-B)



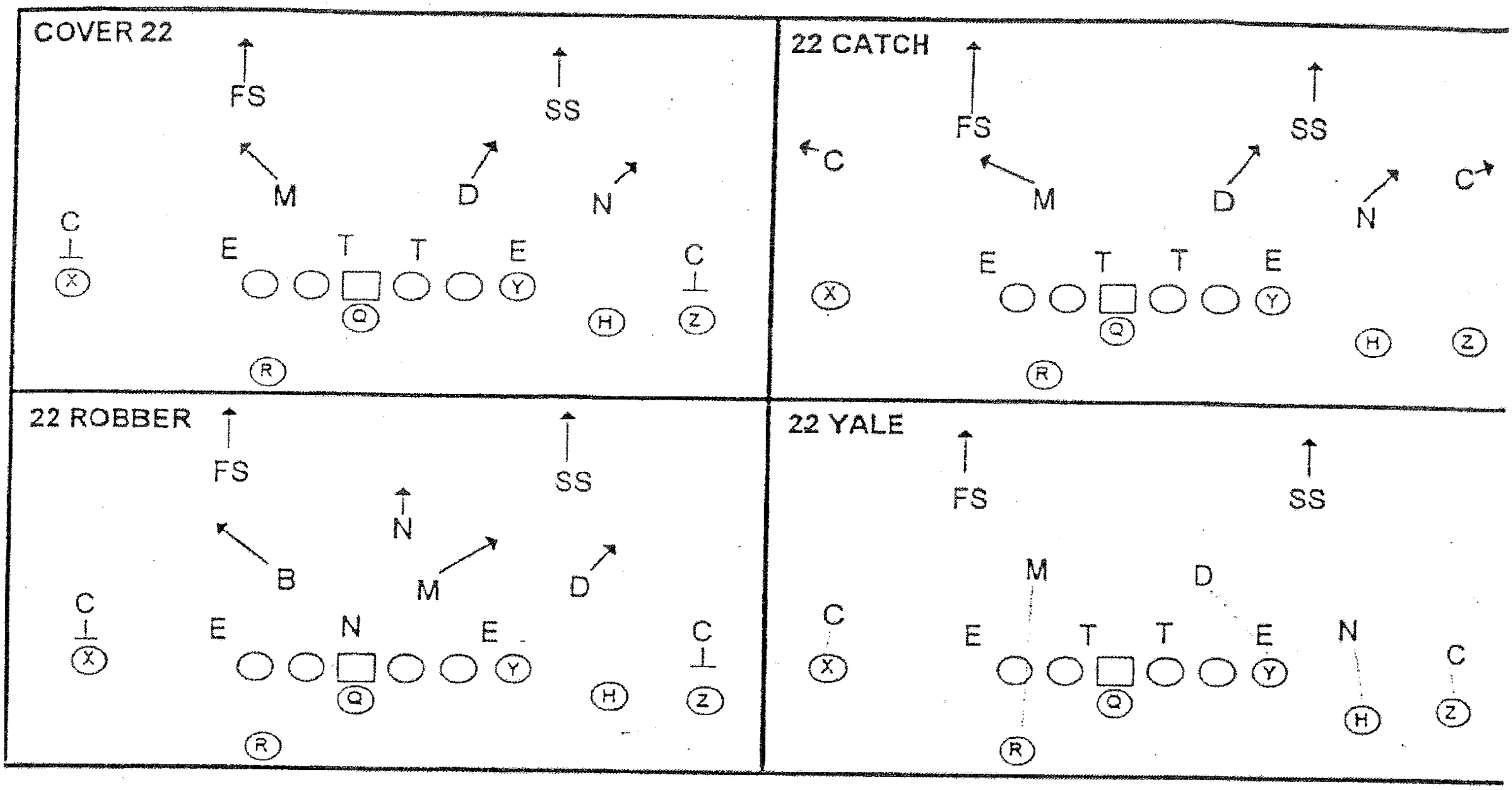
10 STING (FS-C)



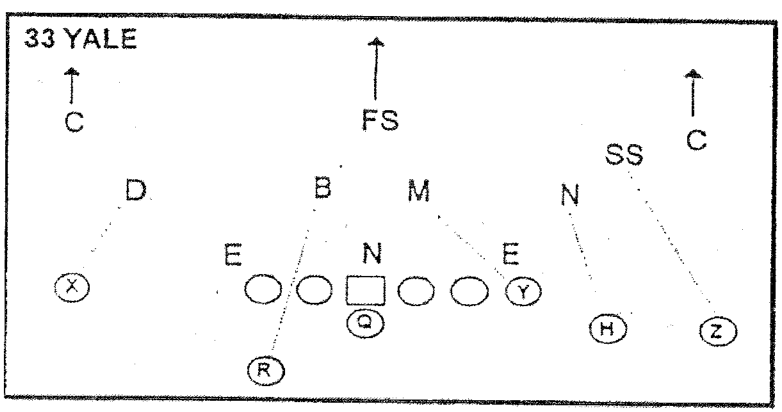
10 CRASH (C-C)



COVER 22



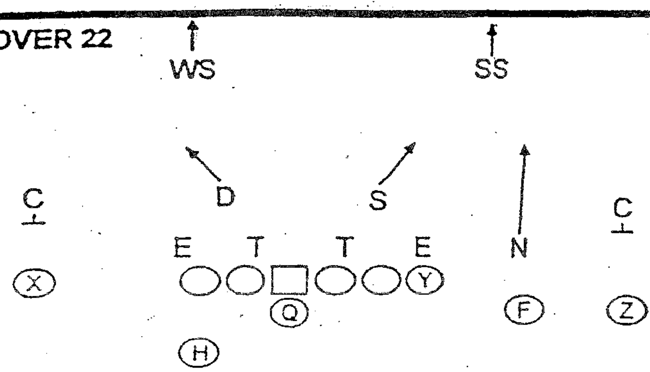
COVER 33



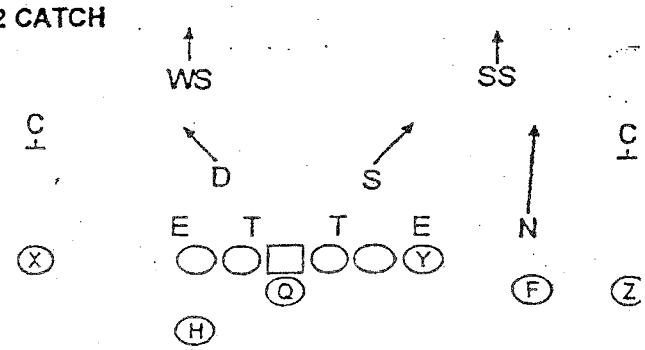
COVER 22

Nickel zone coverage, 2 deep zone, M.F.O.

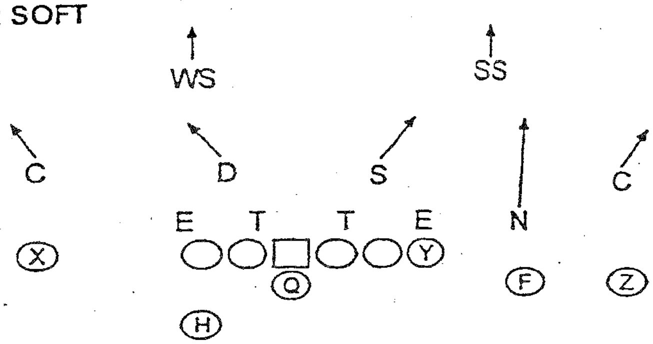
COVER 22



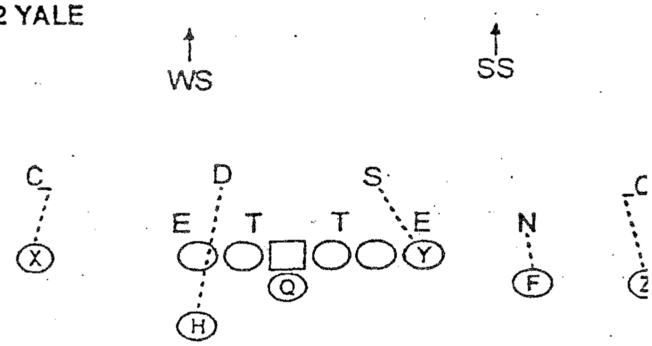
22 CATCH



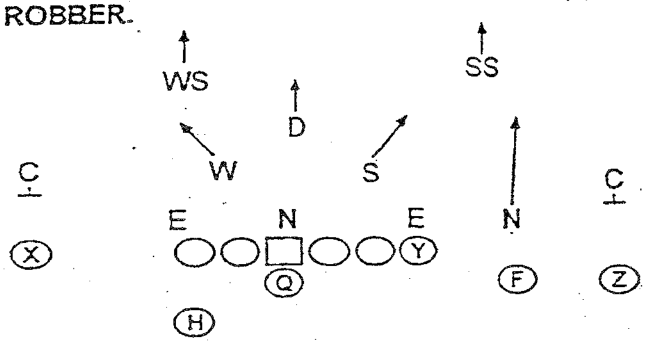
22 SOFT



22 YALE

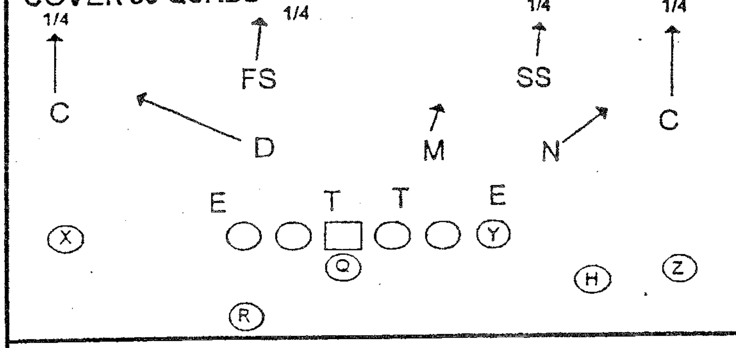


22 ROBBER

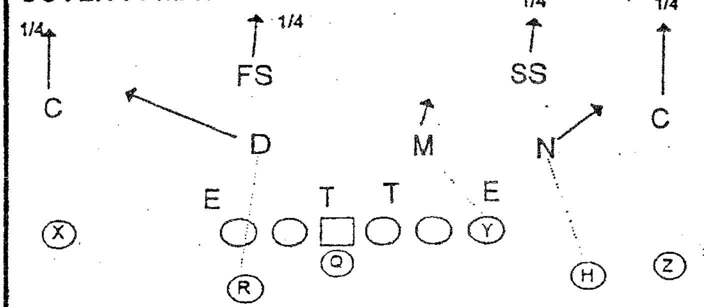


COVER 88 QUADS

COVER 88 QUADS

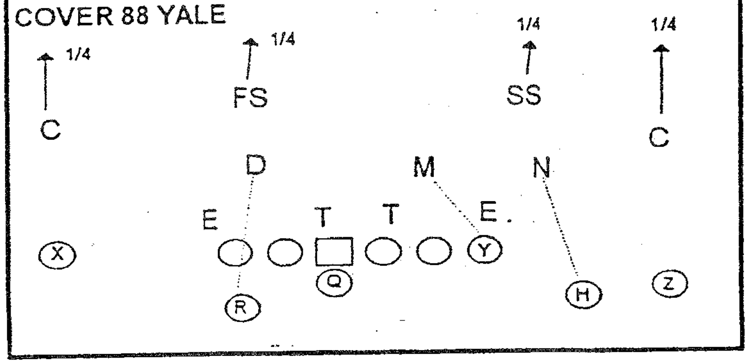


COVER 88 MATCH



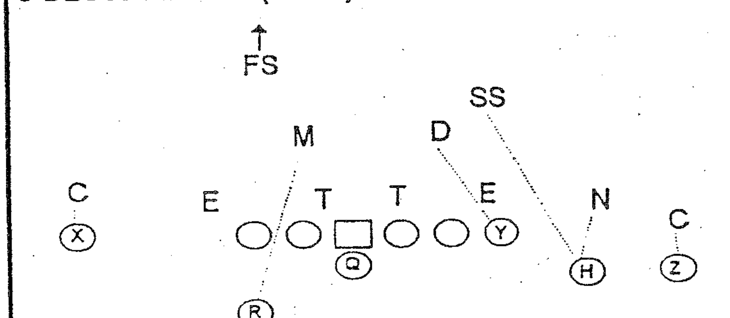
(Match= man coverage in your zone for D, N, + M only!)

COVER 88 YALE

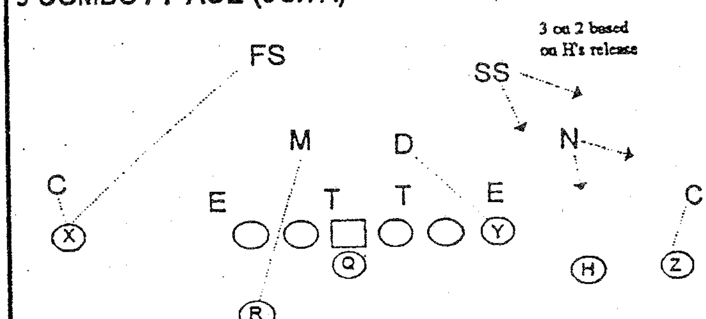


COVER 90'S COMBINATIONS

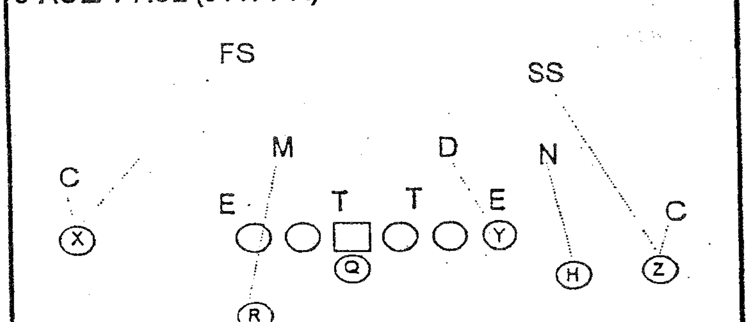
9 DEUCE / 2 YALE (9D/2Y)



9 COMBO / 7 ACE (9C/7A)



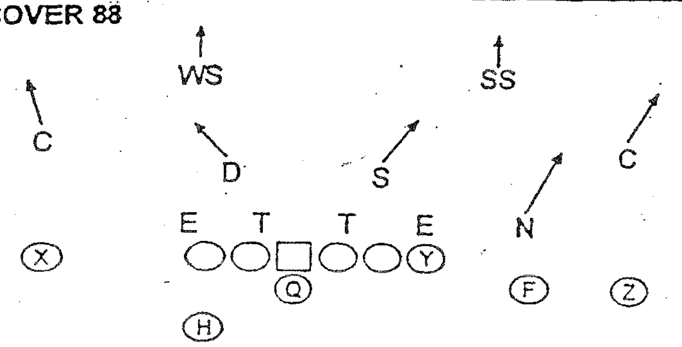
9 ACE/ 7 ACE (9 A / 7 A)



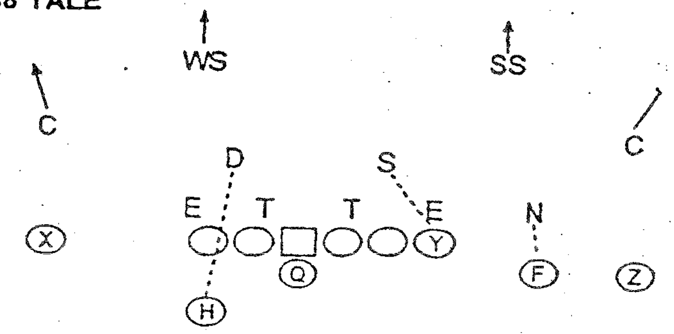
COVER 88

Nickel zone coverage, 4 deep zone, M.F.O.

COVER 88



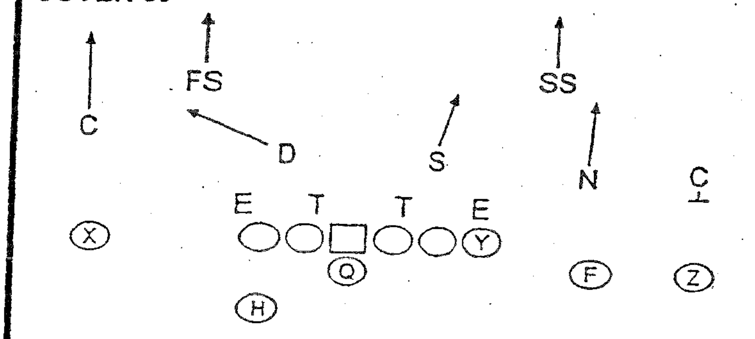
88 YALE



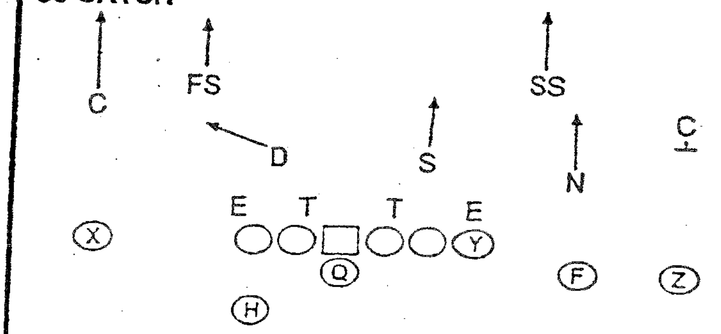
COVER 55

Nickel strongside zone coverage, cloud strong, 1/4-1/4 weak, M.F.O.

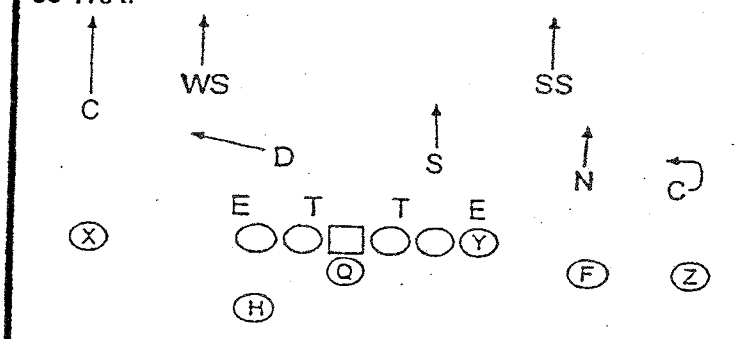
COVER 55



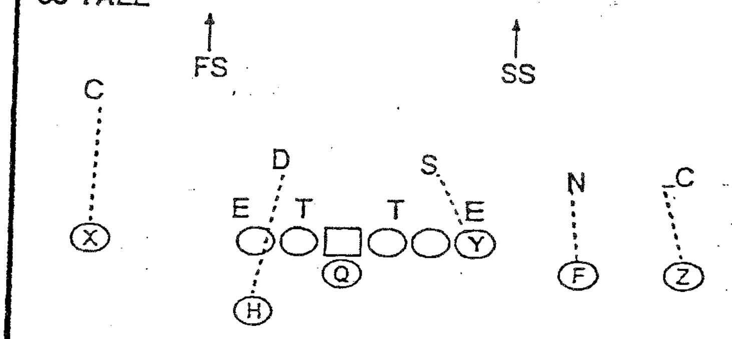
55 CATCH



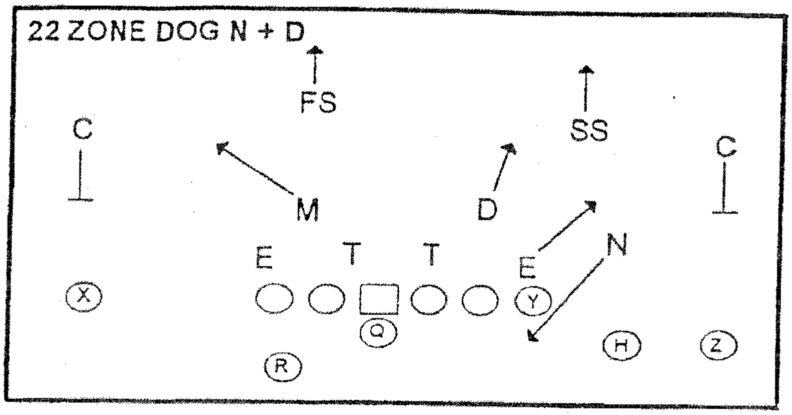
55 TRAP



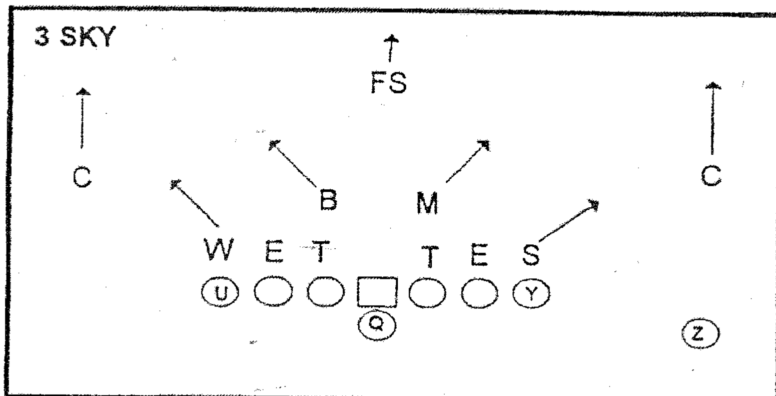
55 YALE

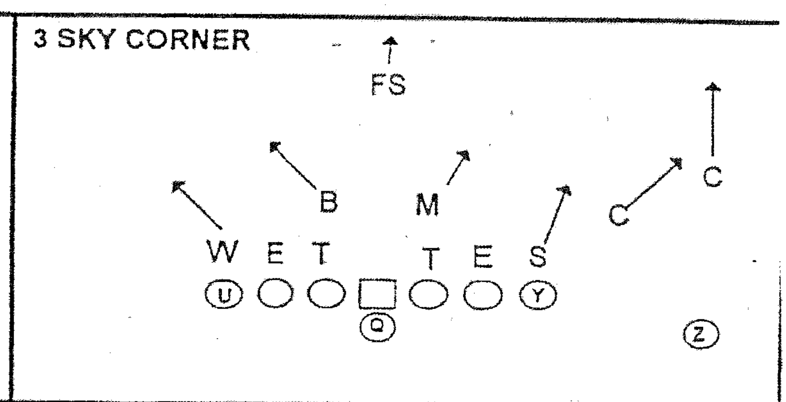


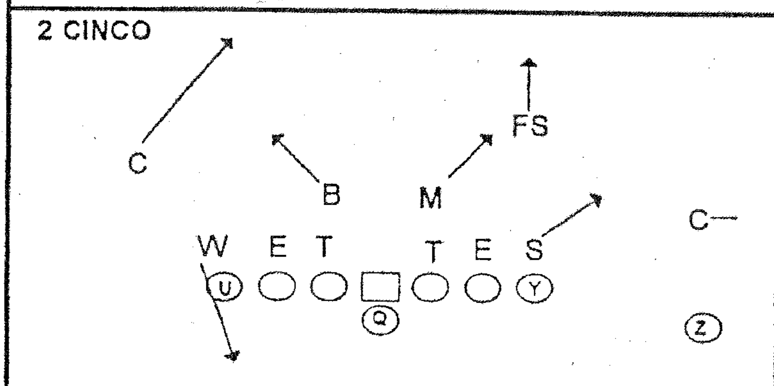
ZONE DOG COVERAGES

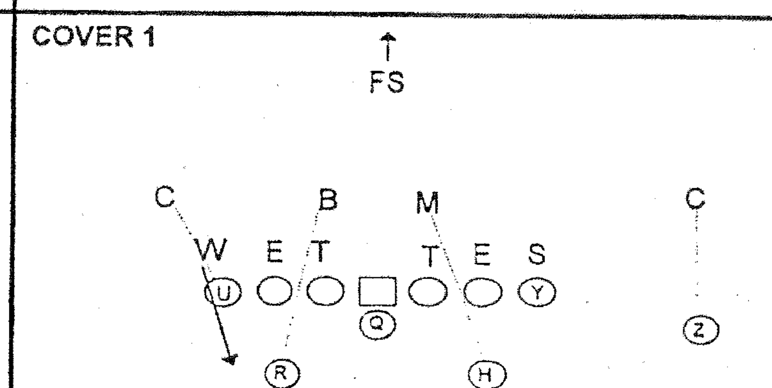


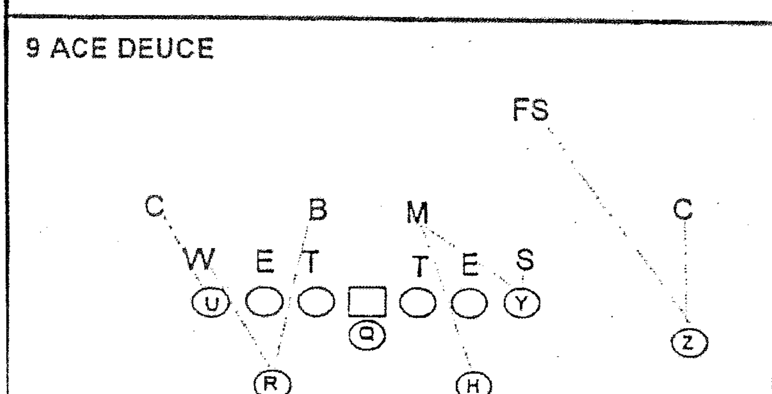
PENNY COVERAGES

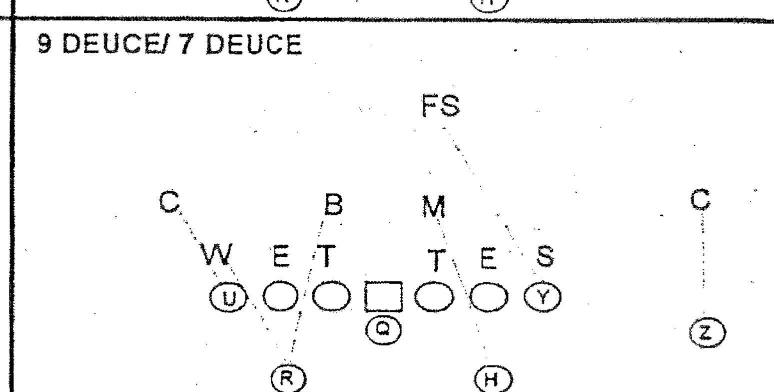








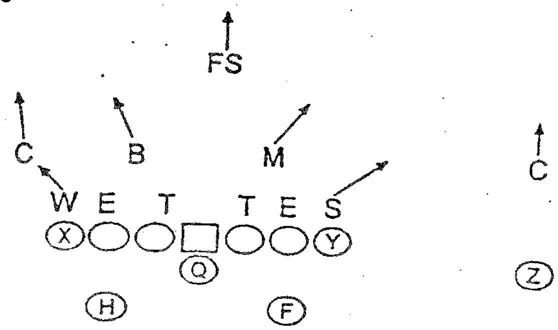




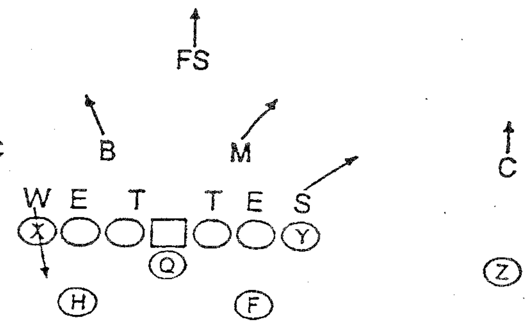
PENNY COVERAGES

Any coverages with only 3 DBs, eight man fronts, usually associated with S.Y., G.L., and four minute

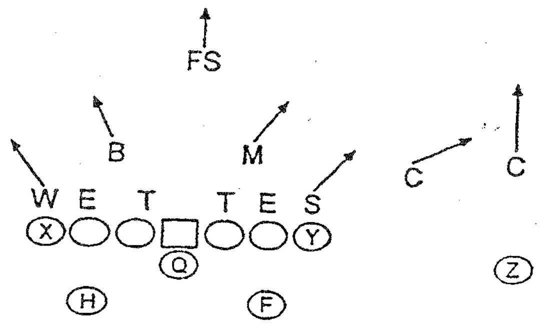
COVER 3



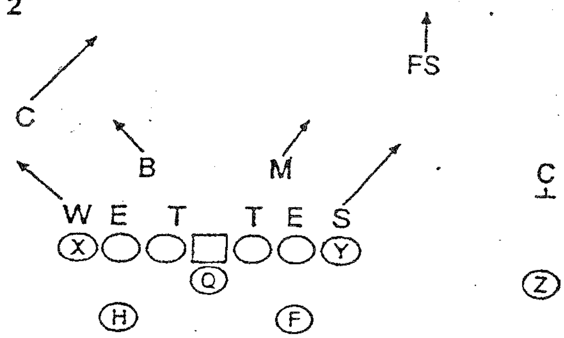
3 CINCO



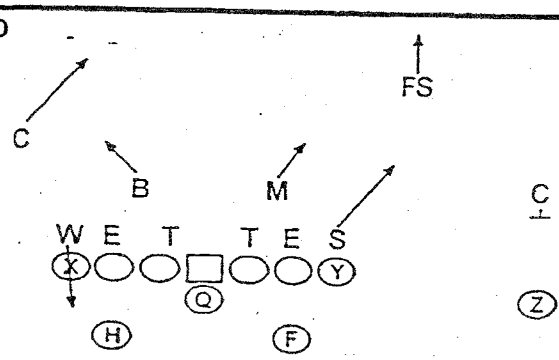
3 SKY STRONG



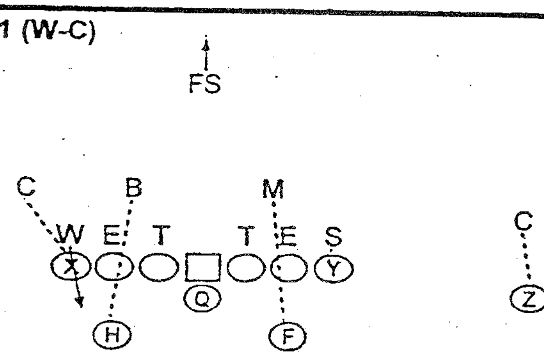
COVER 2



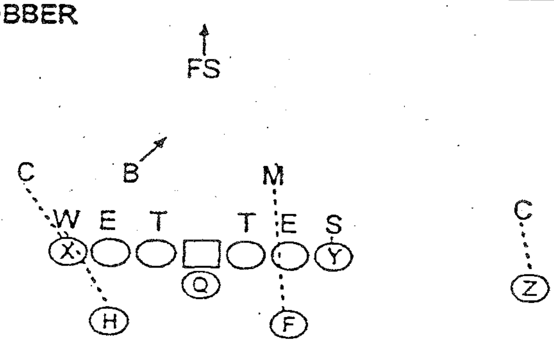
2 CINCO



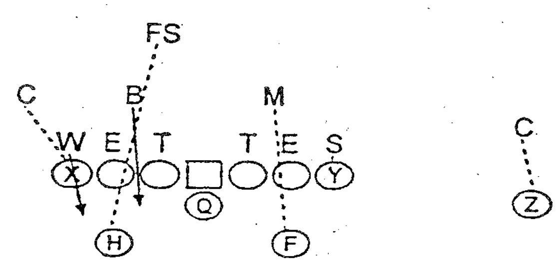
COVER 1 (W-C)



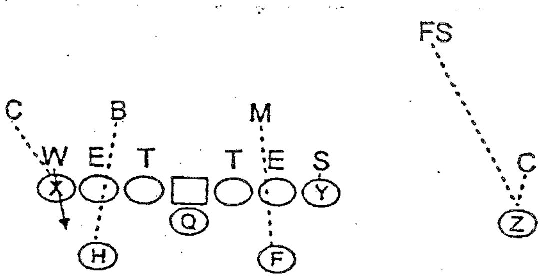
1 LB ROBBER



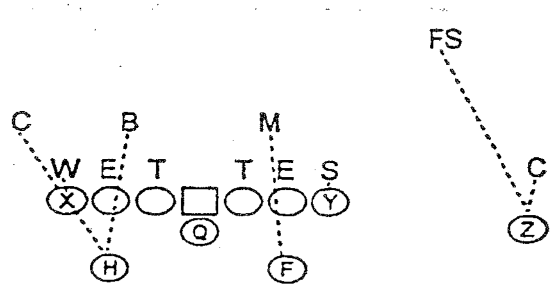
COVER 0 (B-B, W-C)



9 ACE

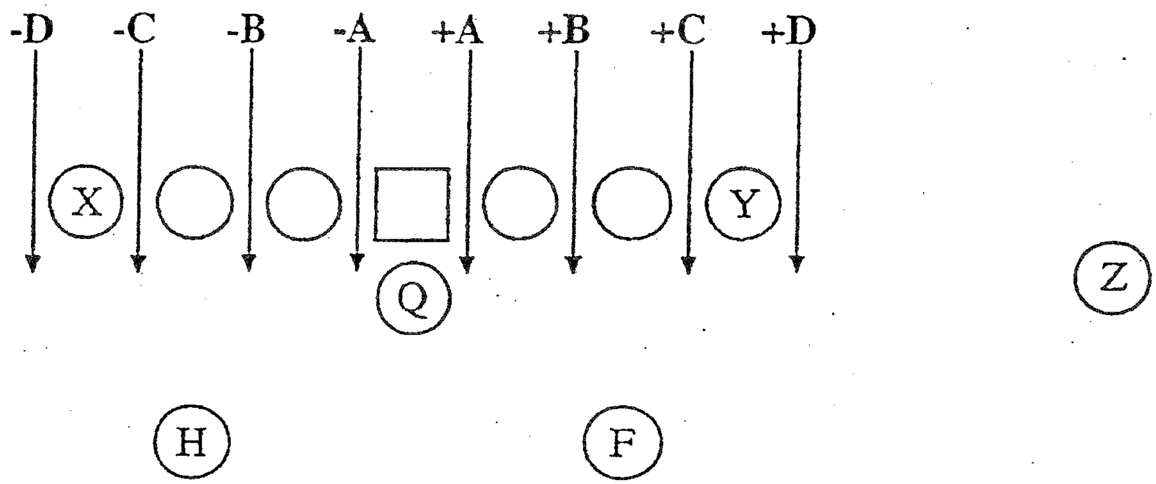


9 ACE 7 DEUCE

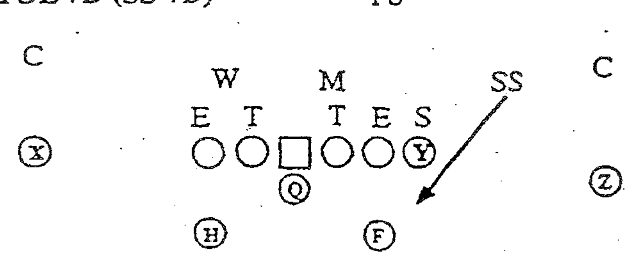


BLITZ
(DEFENSIVE BACK PENETRATION)

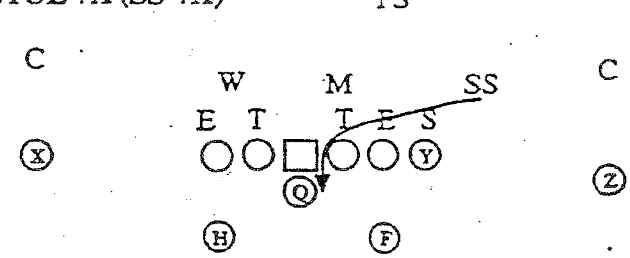
BLITZES ARE IDENTIFIED BY THE NAME OF THE PENETRATING DEFENSIVE BACK AND THE GAP HE IS GOING THROUGH. WEAKSIDE GAPS ARE INDICATED BY THE MINUS LETTERS AND THE STRONGSIDE GAPS BY THE PLUS LETTERS.



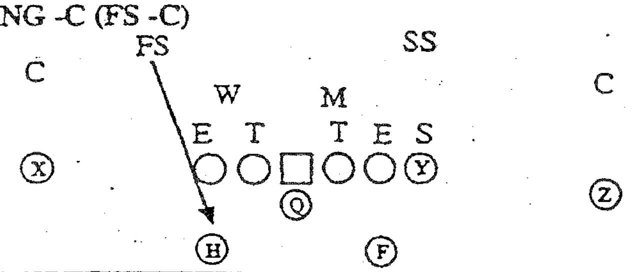
PISTOL +D (SS +D)



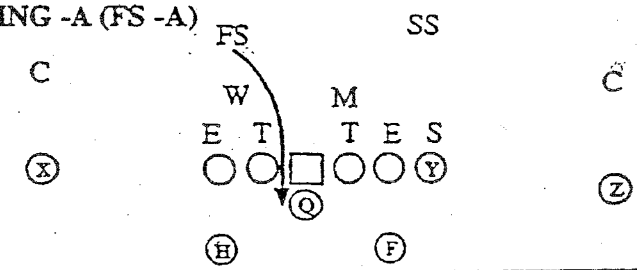
PISTOL +A (SS +A)



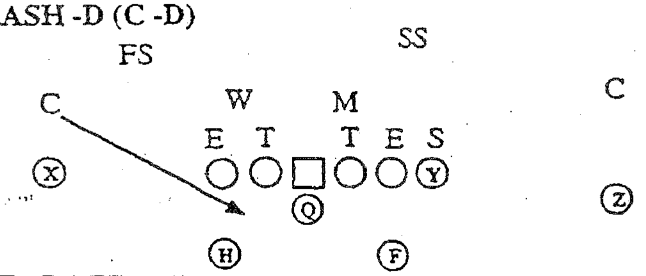
STING -C (FS -C)



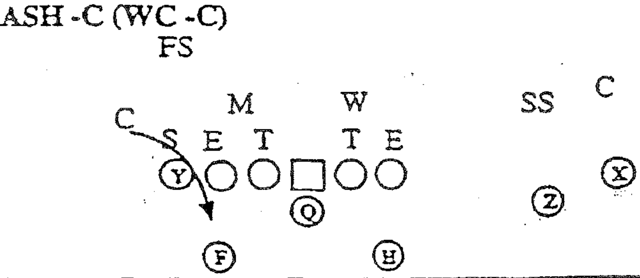
STING -A (FS -A)



CRASH -D (C -D)



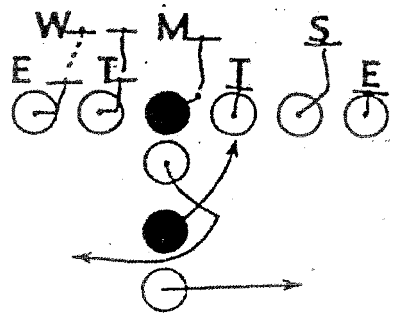
CRASH -C (WC -C)



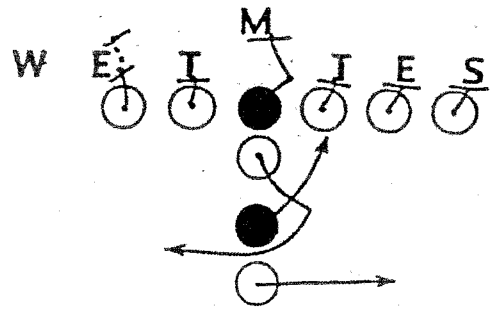
RUN GAME

INSIDE RUNS

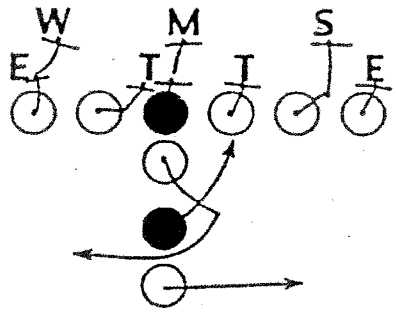
"FB" 20/30 BELLY



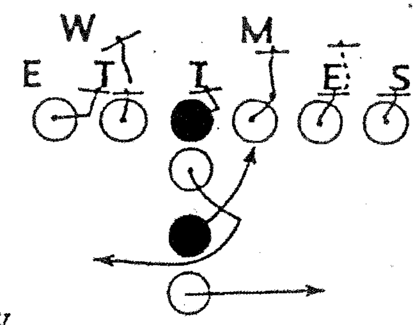
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION:
QUICK HITTING STRONGSIDE ZONE RUN.
LENDS TO HARD COUNT.

QB	REVERSE PIVOT - GIVE TO FB AS DEEP AS POSSIB: FINISH ON NAKED WEAK.
F	OPEN - DOWN HILL CROSSOVER READ 1ST DOWN LINEMAN FROM CENTER OVER.
H	RUN PITCH COURSE.

BACKSIDE

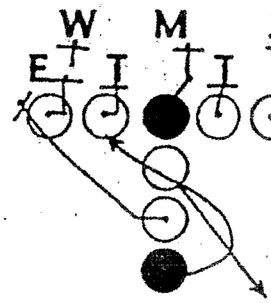
BLOCK #1. ALERT SWAP, SLIP, SWOOP, CUTOFF.

BLOCK #2. ALERT SLIP, COMBO, SIFT, SWOOP, AND CUTOFF.

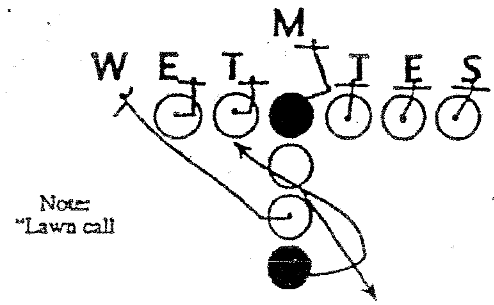
CONVOY

FRONTSIDE

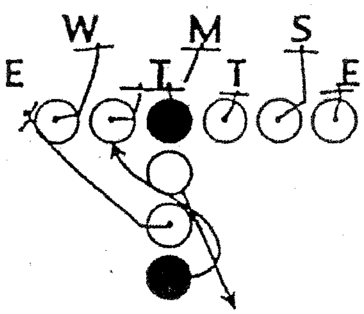
C	BLOCK "O" TO MIKE. ALERT SWAP, RAY, LENNY, SWOOP, BACKSIDE CALLS.
G	BLOCK #1. ALERT READ, RAY, LENNY, DEUCE CAL
T	BLOCK #2. ALERT READ, DEUCE, OUT CALLS.
Y	DRIVE BLOCK MAN OVER - READ ZONE IF TACKL UNCOVERED. ALERT FOR DEUCE CALL.
Z	MDM.
X	



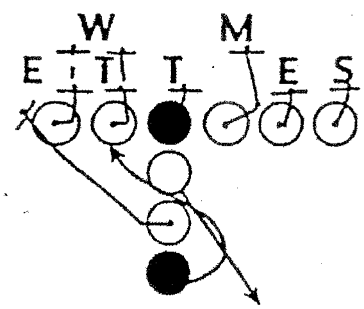
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

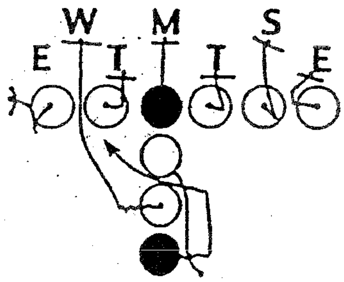
DESCRIPTION:

CUTBACK PLAY.

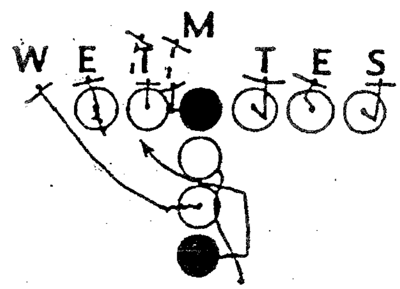
QB	RUN 20/30 GUT. HAND OFF OVER THE TOP TO HB.
F	SAME AS 20/30 GUT.
H	START GUT FOOTWORK - CUTBACK WEAK.

BACKSIDE		FRONTSIDE
	C	BLOCK 20/30 GUT (40/50 GUT).
BLOCK 20/30 GUT (40/50 GUT).	G	BLOCK 20/30 GUT (40/50 GUT).
BLOCK 20/30 GUT (40/50 GUT).	T	BLOCK 20/30 GUT (40/50 GUT).
	Y	BLOCK 20/30 GUT (40/50 GUT).
	Z	CONVOY

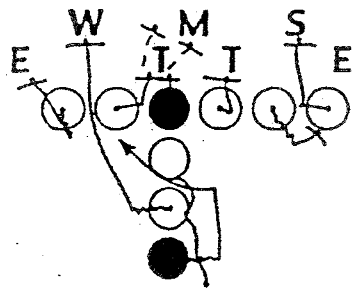
30/20 DRAW



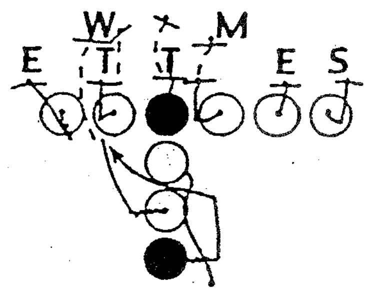
4-3 Stack



4-3



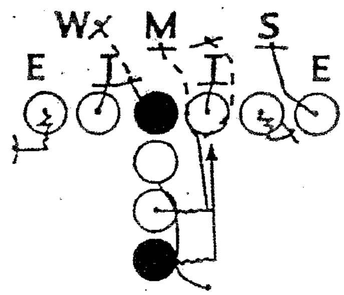
4-3 Over Stack



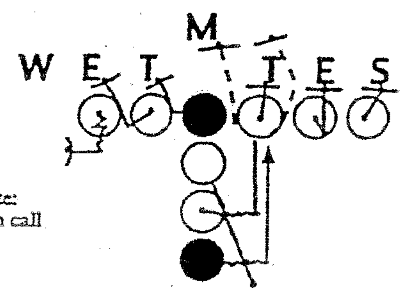
4-3 Under W

DESCRIPTION:		
LEAD DRAW WEAK.	QB	SHOW PASS, TURN AND EXCHANGE ON 3RD STEP.
	F	BLOCK WILL LBER. CUT OUTSIDE LEG OF LBER IF GUARD UNCOVERED.
	H	DOWN HILL SLIDE STRONG IF IN "Q." SHUFFLE IN FROM SPLIT. READ ONSIDE TO BACK SIDE.

BACKSIDE		FRONTSIDE
	C	BLOCK "O". ALERT RAY/LENNY & ZORRO CALLS.
AGGRESSIVE PASS SET & BLOCK #1. ALERT RAY/ LENNY, ZORRO, SLIP CALLS.	G	AGGRESSIVE PASS SET & BLOCK #1. ALERT RAY/ LENNY, ZORRO, SLIP, READ CALLS.
AGGRESSIVE PASS SET & BLOCK #2. ALERT SLIP, COMBO, MINGO, SWAP, SUP CALLS.	T	AGGRESSIVE PASS SET & BLOCK #2. ALERT READ, MINGO, FAN CALLS.
AGGRESSIVE PASS SET & BLOCK #3. ALERT SLIP, COMBO, MINGO, SWAP, SUP CALLS. VS BEAR FRONT, DOUBLE BUMP.	Y	
	Z	MDM.
MDM	X	

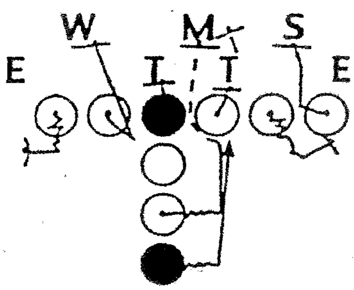


4-3 Stack

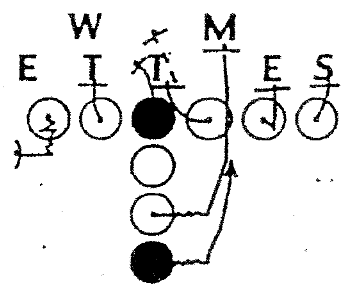


Note:
*Lawn call

4-3



4-3 Over Stack

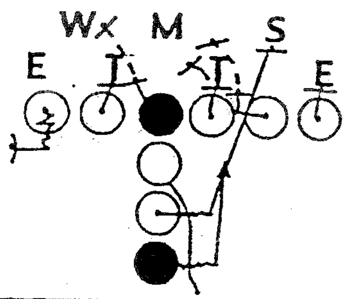


4-3 Under W

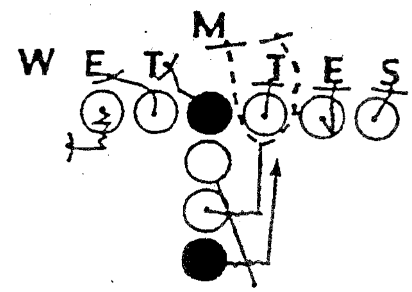
DESCRIPTION:		
	QB	SHOW PASS AND GET THE BALL DEEP TO HB.
	F	SLIDE - BLOCK MIKE LBER - SQUARE CONTACT. DON'T CUT MIKE LBER IN HOLE.
	H	SLIDE JPLAYSIDE. READ ON GUARD. IF ON GUARI UNCOVERED, READ TACKLE. ALERT TO FB'S BLOCK.

BACKSIDE		FRONTSIDE
BLOCK #1 AGGRESSIVELY IF COVERED. IF UNCOVERED "FAN" BLOCK DE/WILL LBER ALERT LAWN/RAKE CALLS.	C	BLOCK "O" TO #1 AWAY. ALERT TO COME OFF FOR WILL LBER. ALERT ACE BLOCK.
PASS SET AND BLOCK #2. IF BSG IS UNCOVERED "FAN" BLOCK DE/WILL LBER. ALERT LAWN/RAKE CALLS. VS BEAR DEFENSE, G.P. - BLOCK WILL/SS.	G	BLOCK #1 IF COVERED. IF UNCOVERED, BLOCK DOWN ON #0 WITH ACE CALL TO BACKSIDE LBER
	T	AGGRESSIVE PASS SET & BLOCK #2 IF COVERED. IF UNCOVERED, READ ZONE OR SWAP BLOCK WT. TE. VS BEAR LOOKS, BLOCK OUT W/TE.
	Y	BLOCK #3. IF TACKLE UNCOVERED WORK READ ZONE OR SWAP BLOCK. VS BEAR LOOKS, BLOCK OUT.
	Z	MDM.

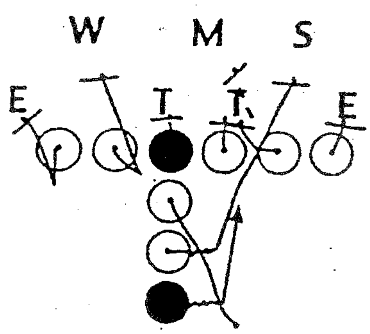
20/30 BUBBLE



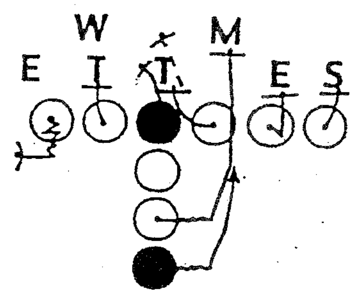
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

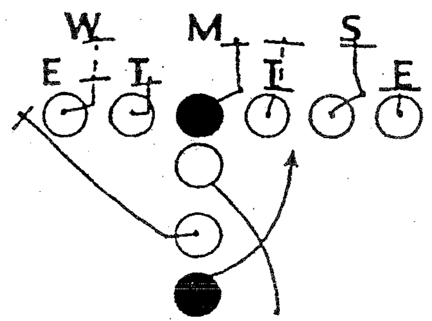
DESCRIPTION:

QB

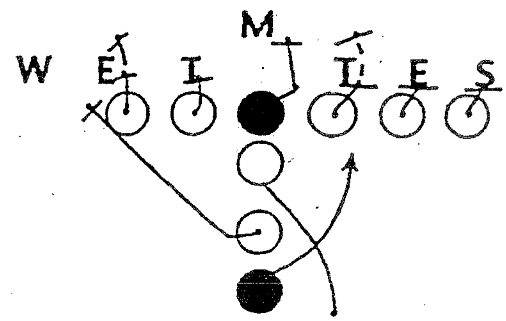
F

H

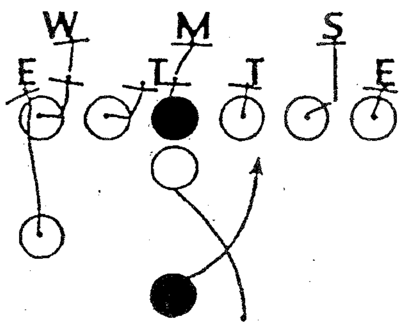
BACKSIDE		FRONTSIDE
	C	BLOCK "O" TO #1 AWAY. ALERT TO COME OFF FOR WILL LBER. ALERT ACE BLOCK.
BLOCK #1 AGGRESSIVELY IF COVERED. IF UNCOVERED, "FAN" BLOCK DE/WILL LBER. ALERT LAWN/RAKE CALLS.	G	IF COVERED AND TACKLE COVERED, BLOCK #1. IF COVERED AND TACKLE UNCOVERED, DEUCE BLOC DT TO MIKE LBER. IF UNCOVERED, BLOCK DOWN TO BACKSIDE LBER. VS BEAR, BLOCK #1.
PASS SET AND BLOCK #2. IF BACKSIDE GUARD IS UNCOVERED FAN BLOCK DE/WILL LBER. ALERT LAWN/RAKE CALLS. VS BEAR DEFENSE, G.P. BLOCK WILL/SS.	T	IF COVERED, BLOCK #2. IF UNCOVERED, DEUCE BLOCK DT TO MIKE LBER. ALERT "OUT" CALLS VS BEAR DEFENSE AND OVER WIDES.
	Y	BLOCK #3. ALERT FOR "OUT" CALL VS BEAR AND OVER WIDE DEFENSE.



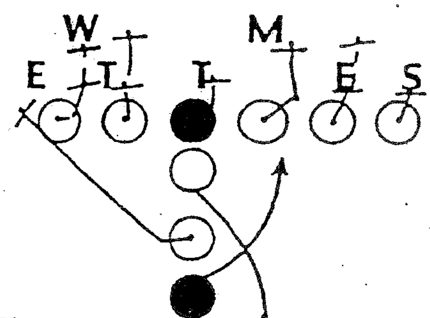
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION:
STRONG SIDE ZONE RUN.
8 MAN - ALERT CWM
S.A. - CAN FIND

* 20/30 GUT:
OL & F = BLOCK 40/50 GUT
H - BOB FOOTWORK, THINK CUTBACK.

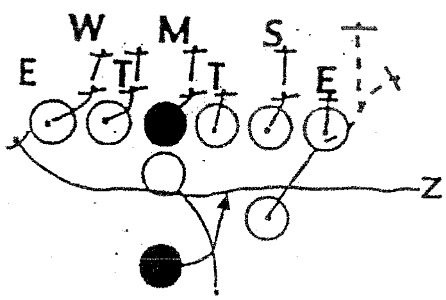
QB — OPEN - SPRINT DRAW COURSE - DEEP EXCHAN
FINISH ON NAKED.

F — COMBO BLOCK WITH BACKSIDE TACKLE.

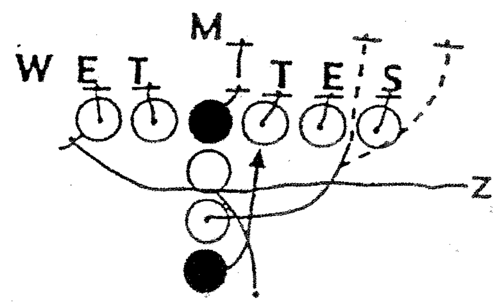
H — OPEN - CROSSOVER - ROLL - SPRINT SPOT INSID
LEG OF TACKLE. KEY FIRST DOWN LINEMAN
ONSIDE ALIGNMENT - 7 1/2.

BACKSIDE		FRONTSIDE
	C	BLOCK "O" TO MIKE. ALERT SWAP, RAY, LENNY SWOOP, BACKSIDE CALLS.
BLOCK #1. ALERT SWAP, SLIP, SWOOP, CUTOFF.	G	BLOCK #1. ALERT READ, RAY, LENNY, DEUCE CA
BLOCK #2. ALERT SLIP, COMBO, SIFT, SWOOP, AND CUTOFF.	T	BLOCK #2. ALERT READ, DEUCE, OUT CALLS.
	Y	DRIVE BLOCK MAN OVER - READ ZONE IF TACK UNCOVERED. ALERT FOR DEUCE CALL.
	Z	MDM.
CONVOY	X	

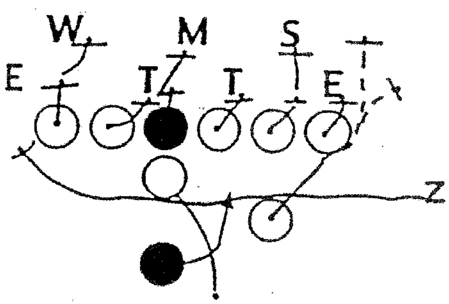
40 / 50 BOSS



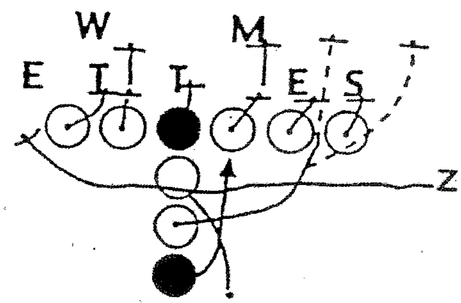
4-3 Stack



4-3



43 Over Stack



4-3 Under W

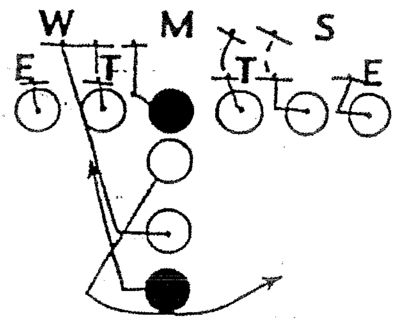
DESCRIPTION:

40/50 GUT WITH FB LEADING ONSIDE FOR FORCE WITH Z HOLDING OFF BACKSIDE. NEED IN RED AREA.

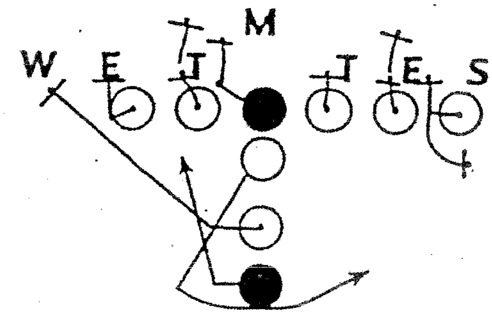
QB	40/50 GUT COURSE.
F	LEAD ON 4TH DEFENDER STRONG.
H	40/50 GUT FOOTWORK READ ONSIDE TO BOUNCE.

BACKSIDE		FRONTSIDE
GUT BLOCKING.	C	GUT BLOCKING.
GUT BLOCKING	G	GUT BLOCKING.
SEAL 1ST DEFENDER OUTSIDE THE BACKSIDE TACKLE.	T	GUT BLOCKING.
	Y	GUT BLOCKING.
	Z	
	X	

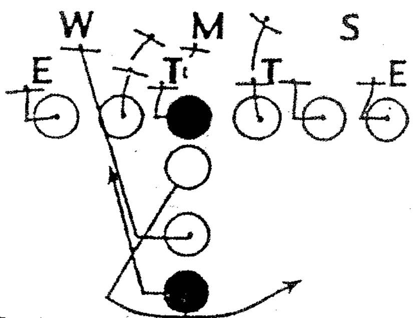
MDM



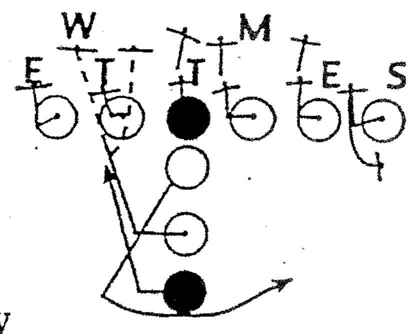
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION:

WEAKSIDE LEAD ZONE.
8 MAN - ALERT - CWM OR <u>BUD</u> BLOCK OR S.A.
HB READ ONSIDE TO OUTSIDE VS BEAR FRONTS.

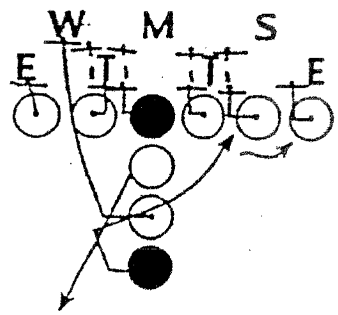
QB — OPEN - STEEP SPRINT DRAW COURSE - DEEP EXCHANGE, FINISH ON NAKED STRONG.

F — OPEN - LEAD ON 1ST LBER TYPE. IF LBER STACKED READ OG'S BLOCK.

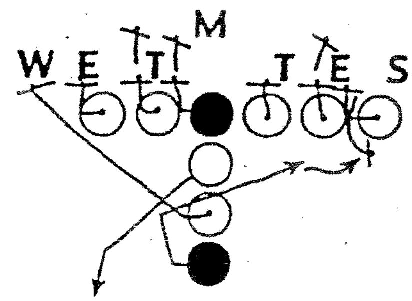
H — OPEN - DOWN HILL STEP - SPRINT SPOT IS OUTSIDE LEG OF OG. READ 1ST DOWN LINEMAN ONSIDE.

BACKSIDE		FRONTSIDE
	C	BLOCK "O" TO MIKE. ALERT CHIP, SWAP, RAY, LENNY, SWOOP, BACKSIDE CALLS.
BLOCK #1. ALERT SWAP, SLIP, SUP CALLS.	G	BLOCK #1. ALERT READ, CHIP, MINGO.
BLOCK #2. ALERT COMBO, SUP, SLIP, SWOOP, OUT CALLS.	T	BLOCK #2. ALERT READ, MINGO CALLS.
BLOCK #3. ALERT COMBO, SUP, SLIP, SWOOP, OUT CALLS. VS BEAR FRONTS - DOUBLE BUMP.	Y	
	Z	
CONVOY	X	MDM.

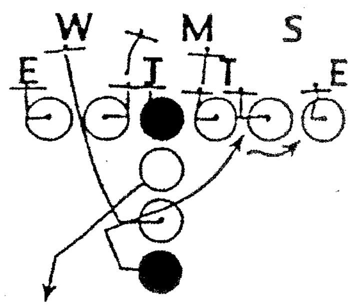
50/40 BOB SCISSORS



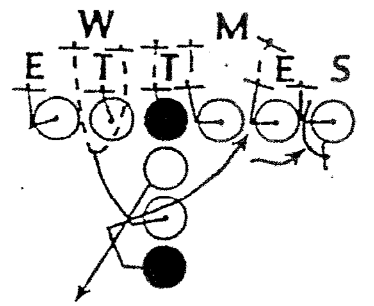
4-3 Stack



4-3



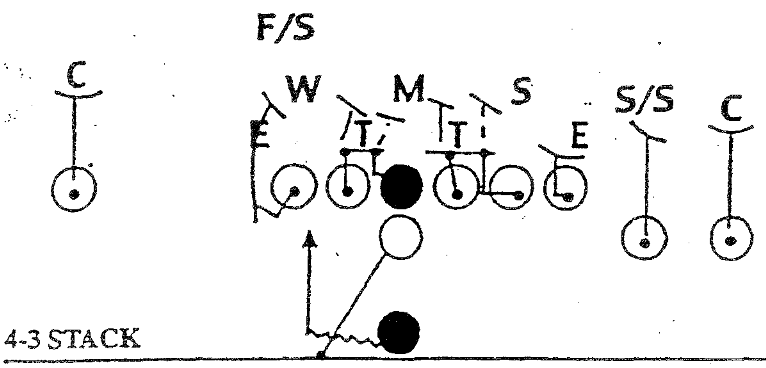
4-3 Over Stack

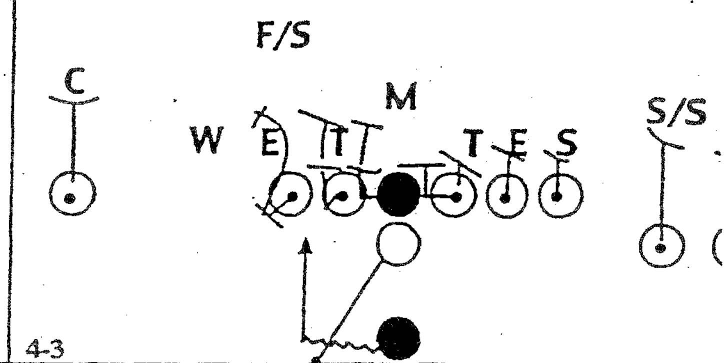


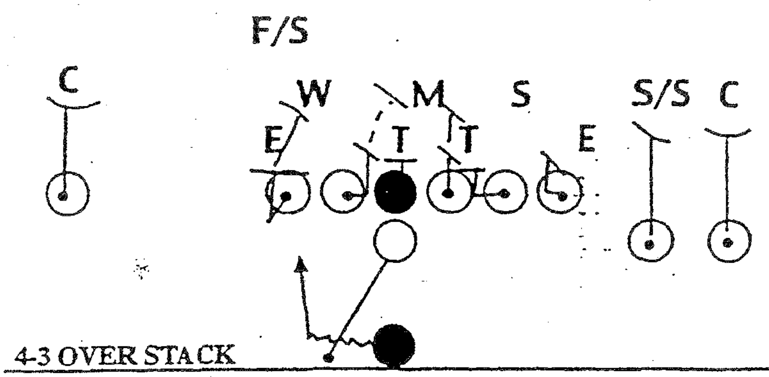
4-3 Under W

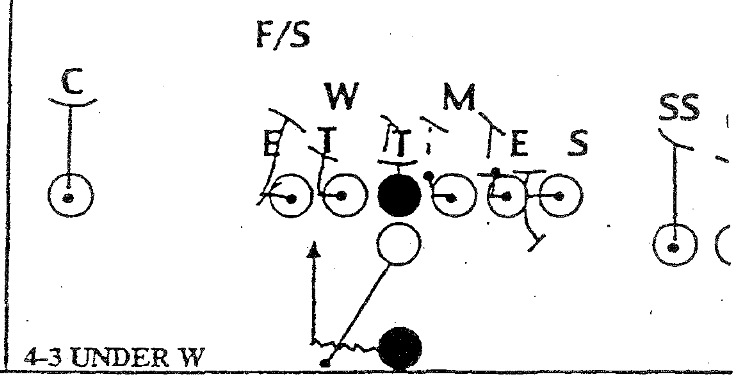
DESCRIPTION:		
˜UTBACK PLAY.	QB	RUN 50/40 BOB - HAND OFF OVER THE TOP TO HB.
	F	BLOCK 50/40 BOB.
	H	START BOB FOOTWORK - CUT BACK STRONG.

BACKSIDE		FRONTSIDE
	C	BLOCK 50/40 BOB.
BLOCK 50/40 BOB.	G	BLOCK 50/40 BOB.
BLOCK 50/40 BOB.	T	BLOCK 50/40 BOB.
BLOCK 50/40 BOB.	Y	
	Z	
	X	









DESCRIPTION:

WEAKSIDE DRAW. CALLSIDE TACKLE HAS TWO DEFENDERS TO BLOCK.

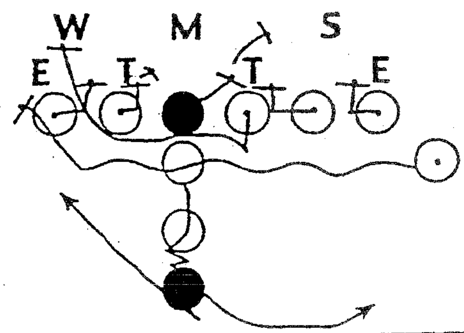
QB — SPRINT BACK - GIVE BALL DEEP TO "H".

F — BLOCK #4.

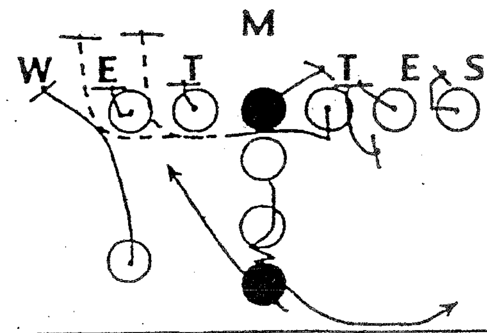
H — SLIDE STEP WEAKSIDE. READ 1ST COVERED LINEMAN.

BACKSIDE		FRONTSIDE
	C	BLOCK "O". ALERT LENNY, RAY, COB, ZORRO CALLS. ALERT "SWOOP" CALL TO MIKE LB VS. OV FRONTS.
BLOCK #1. ALERT SLIP, SUP, SWAP CALLS. ALERT "SWOOP" CALL VS OVER FRONTS.	G	BLOCK #1. ALERT RAY / LENNY, COB, ZORRO CALL VS. UNDER W-OVER SET DT. ALERT FAN - READ VS OVER FRONTS.
BLOCK #2. ALERT SLIP, SUP, COMBO CALLS. ALERT SWOOP CALL VS. OVER FRONTS.	T	BLOCK #2. TO WILL LB'ER. SHORT SET - CLUB DE THEN UPFIELD. ALERT FAN - READ VS. OVER FRON
BLOCK #3. CUT-OFF OR COMBO BLOCK. ALERT "SWOOP" CALL.	Y	

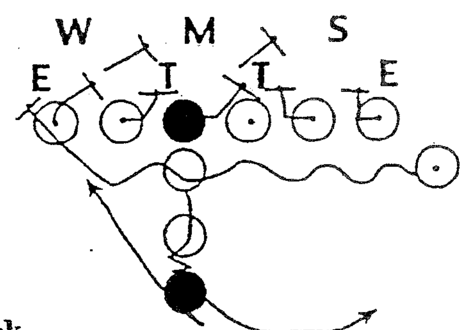
COUNTERS / TRAPS



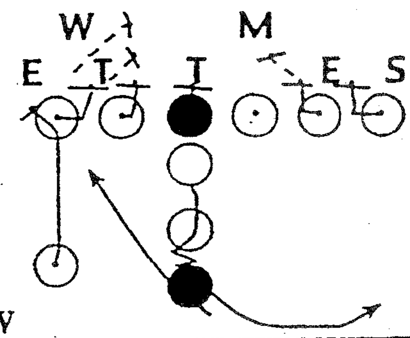
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION:

POWER PLAY WEAKSIDE.

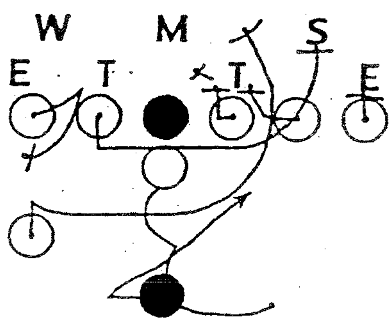
QB COUNTER FOOTWORK WEAK. FINISH NAKED STRONG.

F BLOCK EM LOS.

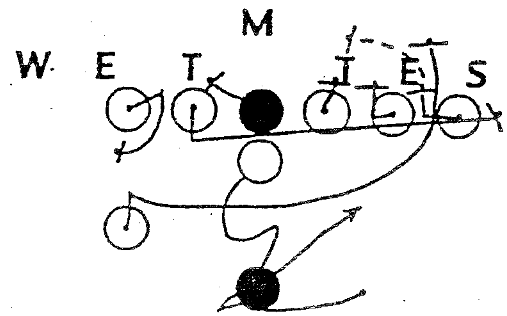
H COUNTER FOOTWORK WEAK. DOWN HILL PATH.

BACKSIDE		FRONTSIDE
	C	BLOCK "O" TO BACKSIDE DT. ALERT OFF, ANGLE CAL, ACE, SLAM CALLS.
PULL - READ FB'S BLOCK ON EM LOS.	G	BLOCK INSIDE AREA. TO MIKE LBER ALERT DEU(TWO, ACE, OFF, ANGLE CALLS.
SEAL BACKSIDE DT. ALERT "CAL" CALL. IF BACKSIDE GUARD UNCOVERED WORK CUTOFF OR COMBO BLOCK WITH TE.	T	BLOCK INSIDE AREA TO MIKE LBER. ALERT DEUCI TWO, ANGLE CALLS. IF BUBBLE OVER GUARD, QUICK INFLUENCE ON MAN OVER TO MIKE LBEI
INSURE INSIDE AREA (MIKE).	Y	
	Z	CONVOY.
	X	MDM.

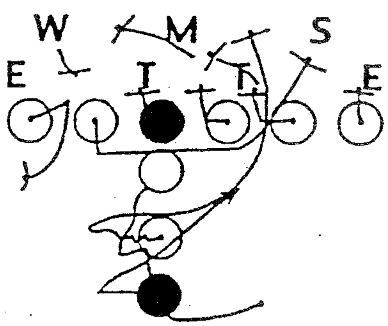
60/70 COUNTER



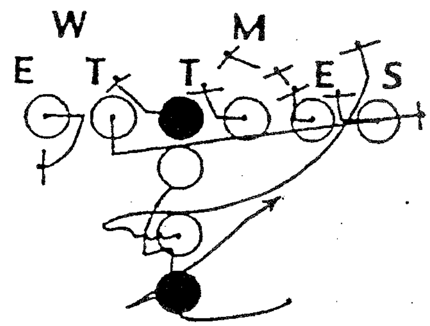
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION:

MISDIRECTIN OFFTACKLE PLAY WITH BACKSIDE GUARD AND FB PULLING TO POINT OF ATTACK. DOWNHILL PLAY GAP BLOCKING SCHEME.

QB	COUNTER, FOOTWORK STRONG.
F	PULL, TAKE TIMING STEP. BLOCK MIKE LBER PLAY SIDE. WRAP TO 1ST DAYLIGHT.
H	TAKE COUNTER STEPS, DOWN HILL. FOLLOW FB.

BACKSIDE

PULL TRAP SAM. ALERT "STUB" CALL. VS OVER LOOKS TURN UP 1ST DAYLIGHT.

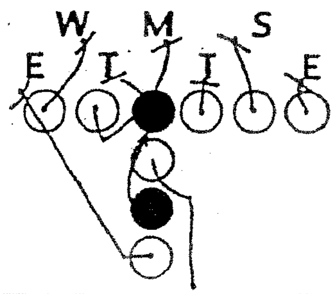
STEP INSIDE - INSURE AREA - VS 3RD DT, SLAM DT THEN SEAL AREA. ALERT FOR ANGLE CALL, THEN SLAM DE AND HINGE ON WILL LB.

CONVOY

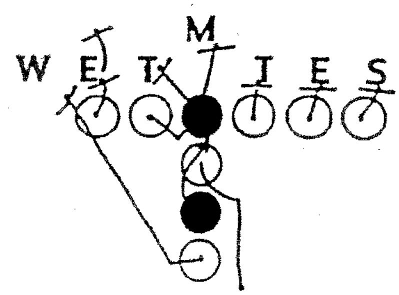
FRONTSIDE

C	BLOCK BACKSIDE AREA. ALERT OFF, ANGLE, DEUCE CALLS. IF WILL OW LOS VS OVER LOOK CALL ANGLE.
G	BLOCK INSIDE AREA TO MIKE/BACKSIDE LBER. POSSIBLE BLOCK MAN #1 WITH TREY CALL. ALERT OFF, DEUCE, ANGLE CALLS.
T	BLOCK INSIDE AREA TO MIKE/BACK SIDE LBER. ALERT TREY, DEUCE, ANGLE.
Y	BLOCK INSIDE AREA TO BACKSIDE LB. ALERT TREY, ANGLE, DEUCE.
Z	MDM.
X	

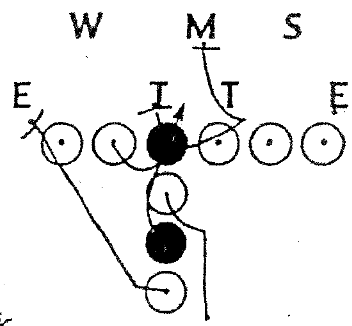
20/30 FB (HB) TRAP



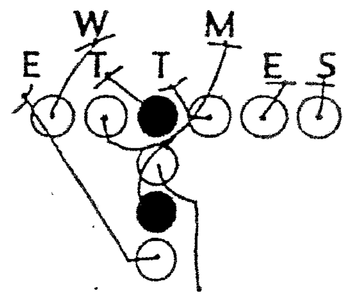
4-3 Stack



4-3



4-3 Over Stack



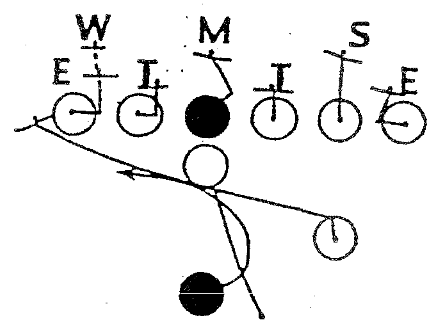
4-3 Under W

DESCRIPTION:

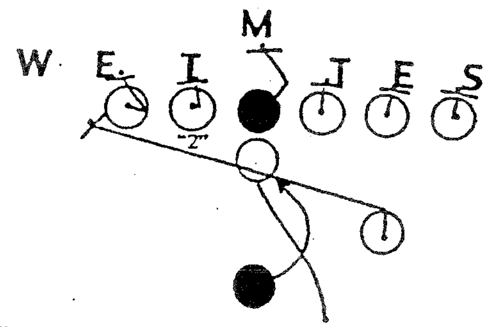
INSIDE TRAP STRONG TO FB (OR HB) TRAP BLOCKING SCHEME.

QB	DROP STEP AND OPEN AWAY FROM HOLE. GET THE BALL DEEP TO BALL CARRIER.
F	KEY TRAPPING GUARD'S BLOCK.
H	BLOCK BACKSIDE.

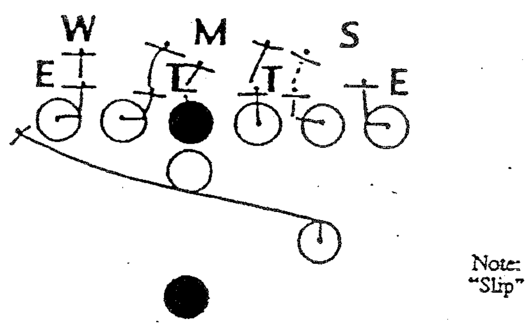
BACKSIDE		FRONTSIDE
PULL - TRAP 1ST DL PAST CENTER. ALERT VS EVEN FRONT - CHOKE IT - BLOCK MIKE LBER.	C	BLOCK #0 TO #1 AWAY. ALERT ACE & OFF CALLS.
BLOCK #2. ALERT SIFT.	G	COVERED, BLOCK #1, INFLUENCE BLOCK. COVERE AND CENTER COVERED, QUICK HEAP FAKE ON DT THEN UPFIELD FOR MIKE LBER. UNCOVERED, ACE AND CUT OFF CALLS.
	T	COVERED AND OSG COVERED, CUT OFF BLOCK. COVERED AND OSG UNCOVERED, INFLUENCE BLOCK MAN OVER. POSSIBLE SHORTY CALL. UNCOVERED, CUT OFF BLOCK ON LBER.
	Y	BLOCK #3.
	Z	MDM.
CONVOY	X	



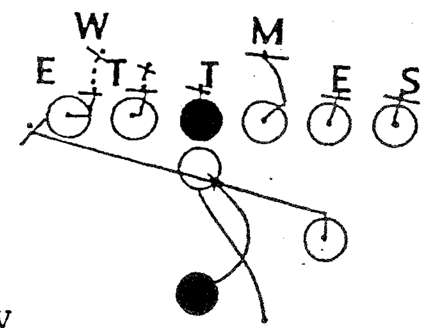
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION:

THIS IS A PRESS THE HOLE BEND BACK PLAY TO THE WEAK SIDE. HAS POWER ZONE PRINCIPLES.

AN USE IN POSSE WITH Y OFF AND DOING THE TRAPPING. CAN USE IN TANK.

QB	OPEN GUT COURSE. GET BALL DEEP TO HB.
F	BLOCK B ACKSIDE - EM LOS. PREFER CUT.
H	GUT FOOTWORK. READ BACKSIDE ON BEND COURSE.

PLAYSIDE

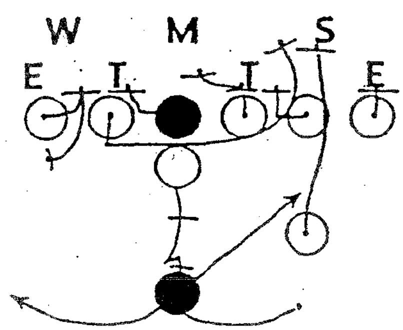
BLOCK #1. IF TACKLE UNCOVERED DOUBLE TEAM DT TO LBER.

BLOCK #2. "TWO" CALL; IF UNCOVERED WORK DB WITH GUARD ON DT TO LBER.

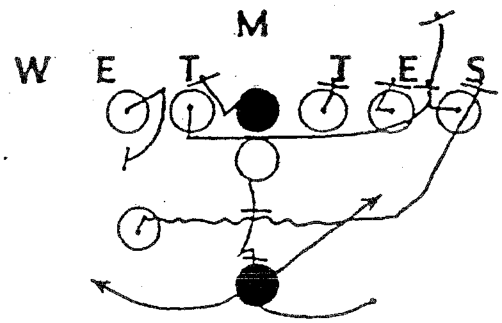
MDM

CALLSIDE

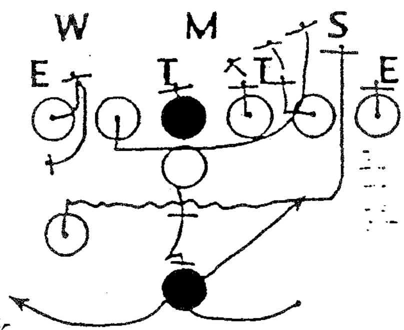
C	GUT BLOCKING - ALLOW NO PENETRATION
G	GUT BLOCKING; ALERT SLIP CALL.
T	GUT BLOCKING; SLIP; MINGO CALL.
Y	BLOCK #3. VS BEAR FRONT, DOUBLE BUMP.
Z	MDM.
X	



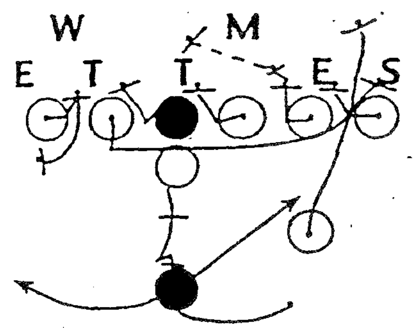
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION:

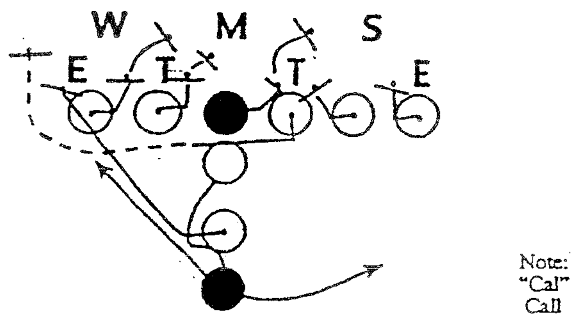
STRONG SIDE POWER OFF TACKLE. PLAY WITH BACKSIDE GUARD PULLING TO BLOCK MIKE LBER.

DOUBLE TEAM BLOCKING AT THE P.O.A. AND GAP BLOCKING SCHEMES.

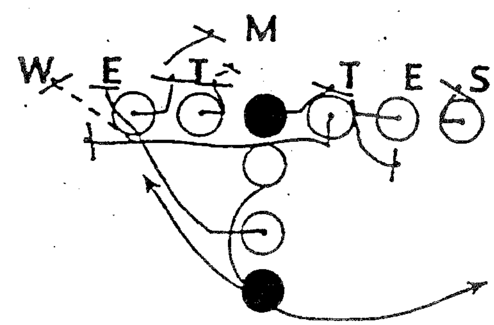
QB	COUNTER, FOOTWORK IF HB IS IN "Q". OPEN TO HB IF OFFSET IN "A" POSITION. FINISH ON NAKE
F	LEAD ON SAM LBER.
H	COUNTER FOOTWORK FROM "Q". COME ACROSS SET FROM "A" POSITION.

BACKSIDE		FRONTSIDE
	C	BLOCK #0 TO BACKSIDE AREA. ALERT ACE, OFF, ANGLE, DEUCE CALLS.
PULL & BLOCK MIKE LBER. REAM THE HOLE INSIDE OR OUTSIDE OF FB'S BLOCK IF TE SINGLED. READ HIS BLOCK, HAVE NO HESITATION. ATTACK.	G	BLOCK INSIDE AREA TO MIDDLE/BACKSIDE. ALE ACE, OFF, DEUCE, TREY, ANGLE CALL.
STEP INSIDE, INSURE AREA. VS 3RD DT SLAM DT THEN SEAL AREA. ALERT FOR ANGLE CALL, SLAM DE AND HINGE ON WILL LBER.	T	BLOCK INSIDE AREA TO MIDDLE/BACKSIDE. ALE TREY, DEUCE, ANGLE, GAP CALLS.
	Y	BLOCK INSIDE AREA TO MIDDLE/BACKSIDE. ALE TREY, GAP, DEUCE CALLS. VS OVER DEFENDER, DRIVE BLOCK MAN OVER.
	Z	MDM.
CONVOY	X	

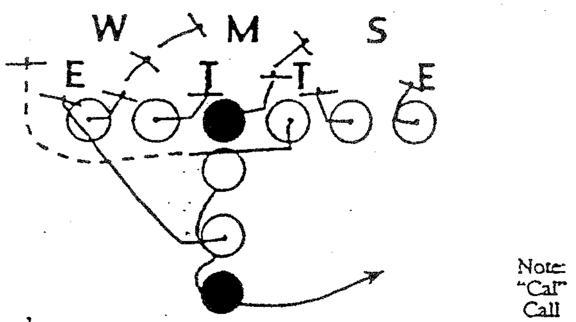
90/80 BIM



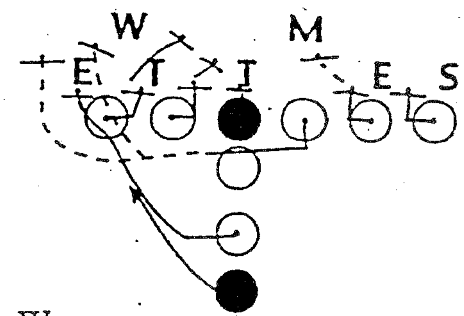
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

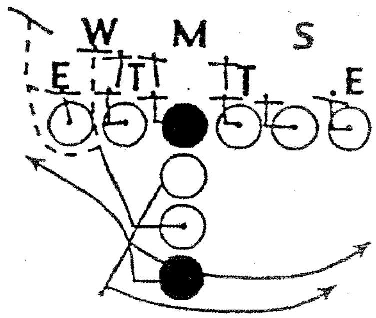
DESCRIPTION:

QB	COUNTER FOOTWORK WEAK. FINISH NAKED STRONG.
F	BLOCK EM LOS - CUT HIM.
H	COUNTER FOOTWORK, READ FB AND PULLING GUARD'S BLOCKS.

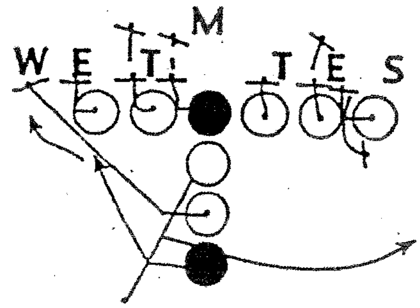
FRONTSIDE		BACKSIDE
	C	BLOCK "O" TO BACKSIDE DT. ALERT ACE, OFF ANGLE CALL. ALERT "CAL" CALL TO BACKSIDE TACKLE.
BLOCK INSIDE AREA TO MIKE LBER. ALERT DEUCE, OFF, ANGLE.	G	PULL - READ FB'S BLOCK ON EM LOS GO INSIDE OR OUTSIDE, GET UPFIELD.
BLOCK INSIDE AREA TO MIKE LBER. ALERT DEUCE, OFF, ANGLE. COVERED AND ONSIDE GUARD UNCOVERED, INFLUENCE BLOCK ON DE. BE ALERT FOR LBER RUN THROUGH.	T	BACKSIDE COVERED, SEAL ON DT, THEN WORK BACK ON DE. ALERT "CAL" CALL BY CENTER. BA[CK] SIDE UNCOVERED, WORK CUTOFF OR COMBO BLOCK W/TE. INSURE INSIDE AREA (MIKE).
	Y	BLOCK #3. COMBO BLOCK WITH TACKLE. INSURE INSIDE AREA. VS BEAR DOUBLE BUMP.
	Z	CONVOY.
	X	

OUTSIDE RUNS

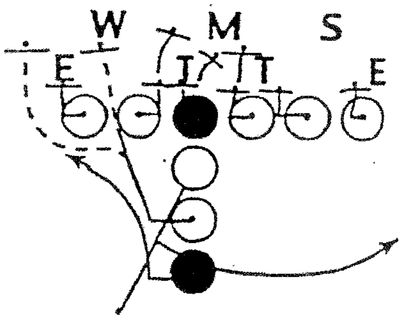
50/40 BOUNCE



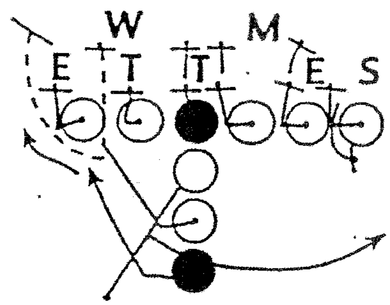
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION: - -

SHOW 50/40 BOB BUT SETTING UP BOUNCING TO
HE OUTSIDE.

QB	BOB FOOTWORK. FINISH ON NAKED STRONG.
F	
H	

BACKSIDE

BLOCK 50/40 BOB RULES.

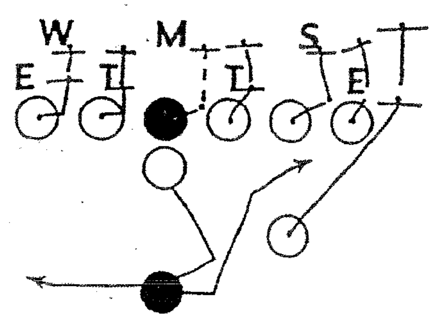
BLOCK 50/40 BOB RULES.

BLOCK 50/40 BOB RULES.

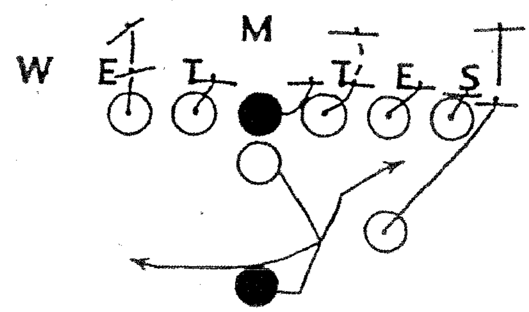
C
G
T
Y
Z
X

FRONTSIDE

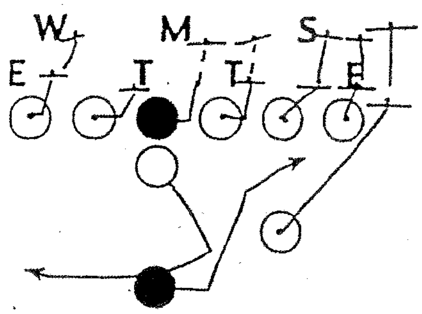
C	BLOCK 50/40 BOB RULES.
G	BLOCK 50/40 BOB RULES.
T	BLOCK 50/40 BOB RULES.
Y	
Z	



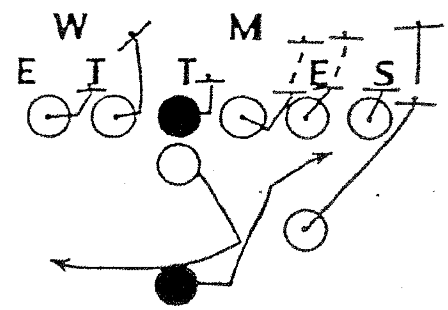
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION:
OUTSIDE PLAY STRONG.

QB	OPEN STRONG. WIDE EXCHANGE FINISH ON NAKED WEAK.
F	BLOCK #4. CHIP #3 IF SAFETY DEEP. COURSE IS ONE YARD OUTSIDE OF TE.
H	TIMER - AIMING POINT - BUTT OF TIGHT END.

BACKSIDE

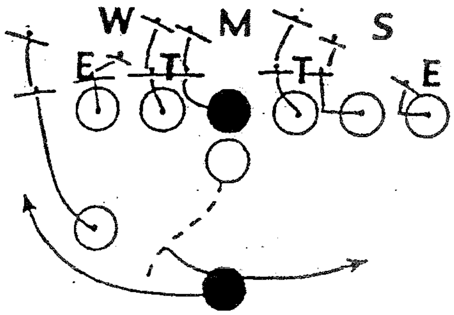
BLOCK #1. ALERT LOOSE SLIP, SWOOP.

BLOCK #2. ALERT SIFT, LOOSE SLIP, SWOOP.

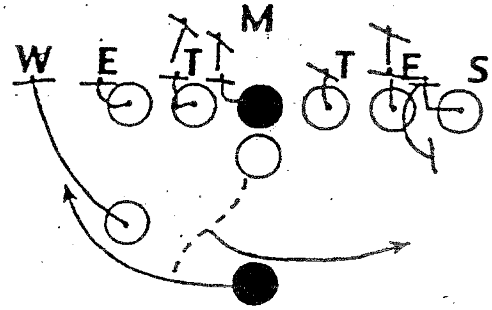
CONVOY

FRONTSIDE

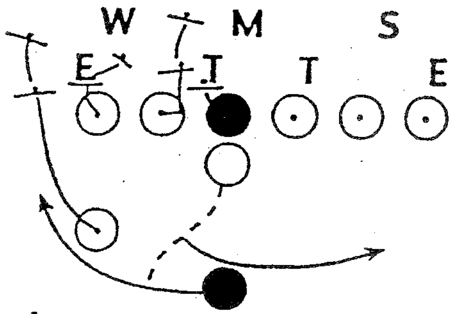
C	BLOCK "O" TO MIKE LBER. ALERT RAY, LENNY, BIG RAY/LENNY, SWAP.
G	BLOCK #1. ALERT READ, RAY/LENNY, BIG RAY/ LENNY CALLS. POSSIBLE SWOOP.
T	BLOCK #2. ALERT READ, GANG CALLS.
Y	BLOCK #3. ALERT READ, GANG CALL.
Z	BLOCK MAN OVER.
X	



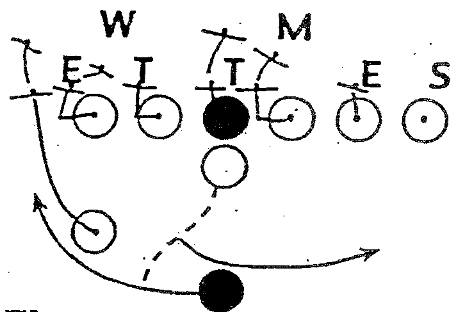
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION:

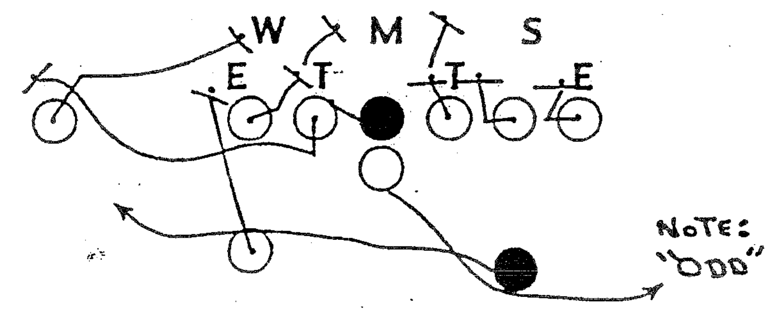
TOSS OUTSIDE PLAY WEAK. ZONE BLOCKING BY LINE AND FB BLOCKING WILL.

A STRETCH AND CUT PLAY BY DESIGN.

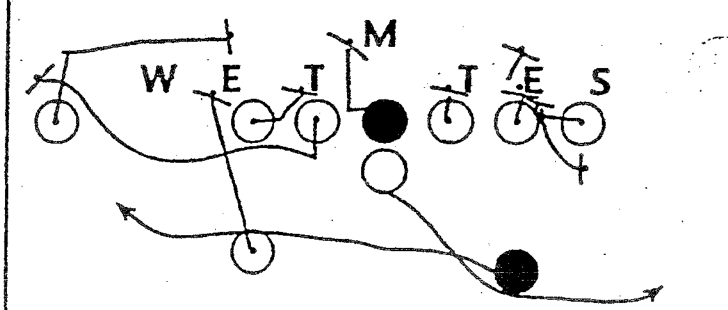
QB	REVERSE PIVOT, TOSS BALL TO HB QUICKLY. FINISH NAKED STRONG.
F	BLOCK OUTSIDE SHOULDER OF END MAN ON LOS
H	SLIDE STEP, TAKE PITCH ON A SLIGHT DOWNHILL COURSE. READ FB'S BLOCK.

BACKSIDE		FRONTSIDE
	C	BLOCK "O". ALERT FOR RAY/LENNY, SWAP, POSSIBLE SKIN.
BLOCK #2. ALERT RAY/LENNY, CHIP, MINGO, READ CALLS. TAG CALL VS SOLIDS.	G	BLOCK #1. ALERT SWAP, SLIP, SWOOP CALLS.
BLOCK #2. IF GUARD UNCOVERED WORK "READ" ZONE. ALERT MINGO CALL. IF UNCOVERED, 40' STEP AT EM LOS. CHIP IN ROUTE UPFIELD FOR LBER. VS SOLIDS TAG BLOCK.	T	BLOCK #2. ALERT SLIP, COMBO, SUP CALLS.
	Y	BLOCK #3. ALERT COMBO, SUP CALLS.
	Z	
	X	

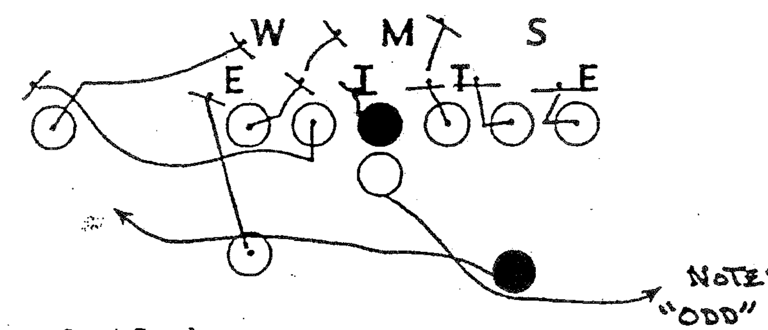
90/80 SWEEP



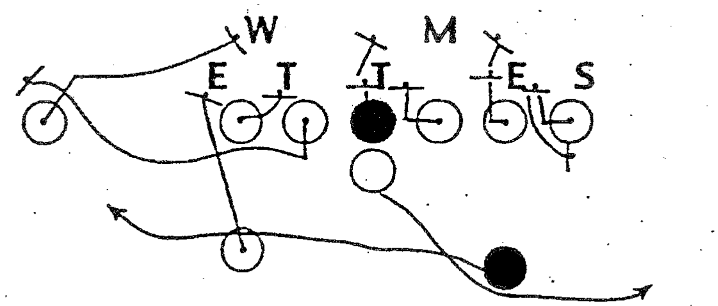
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION:

SWEEP PLAY WEAK WITH WEAK GUARD PULLING. CRACK BY X ON 1ST LBER OFF LOS.

TWO DEFENDERS OUTSDIE OF TACKLE AND ON LOS AUDIBLE OUT OF

WILL LBER IN FORCE POSITION & ON TACKLE, GUARD COVERED AUDIBLE OUT OF

QB — OPEN TO OFFSET BACK AND EXCHANGE WIDE. CENTER FOOTWORK IF H IS IN "Q".

F — AIM HAT OUTSIDE HIP OF DEFENDER'S HEAD TO OUTSIDE.

H — COME ACROSS THE SET. TAKE THE BALL AND GE ON THE HIP OF THE GUARD.

PLAYSIDE / BACKSIDE

C — Backside: BLOCK "O" - IF ON DT IN 1 TECH CALL ODD, REA(HIM: ALERT SWAP, SWOOP.

G — Playside: PULL, BLOCK FORCE. Backside: BLOCK #1. ALERT SWAP, SLIP, SWOOP CALS.

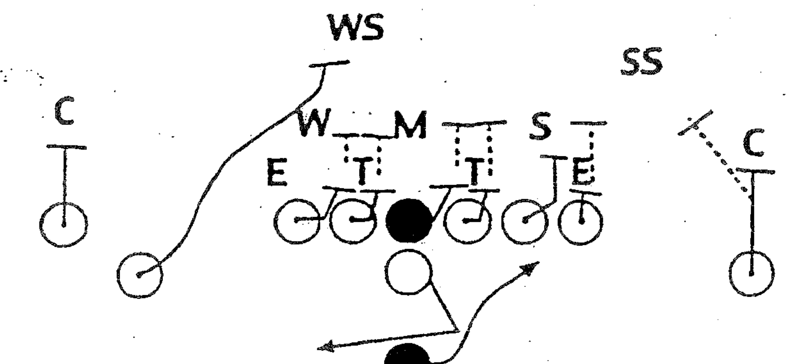
T — Playside: BLOCK INSIDE AREA TO MIDDLE TO BACKSIDE LBER. ALERT TAG, ODD CALLS. Backside: BLOCK #2. ALERT SLIP, COMBO SUP CALLS.

Y — Backside: BLOCK #3. ALERT COMBO, SUP CALLS.

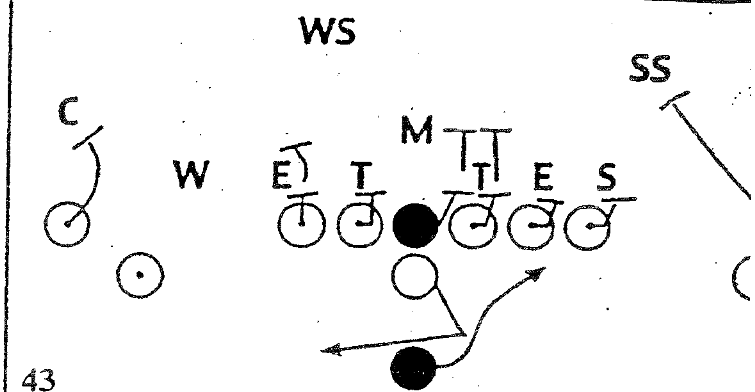
Z — Backside: CONVOY.

X — Playside: CRACKLE 1ST LB TO INSIDE OFF LOS.

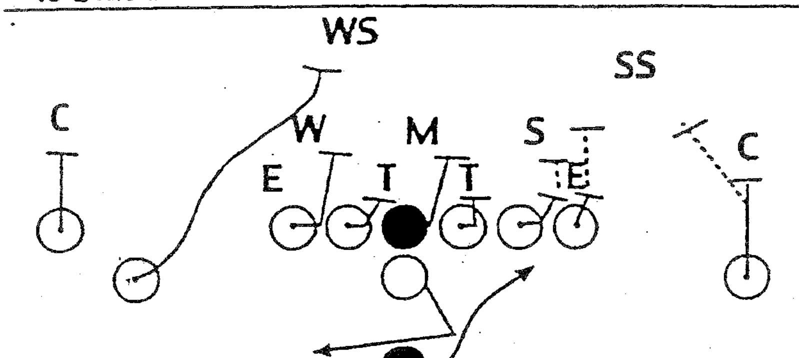
80/90 PRESS-FORCE (ONE BACK)



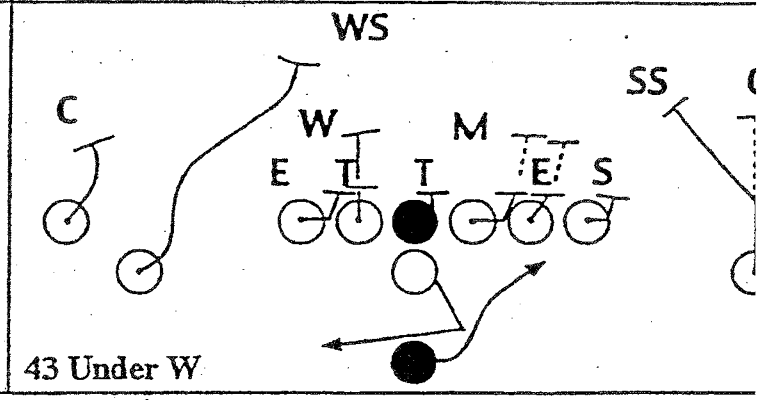
43 Stack



43



42 Over Stack



43 Under W

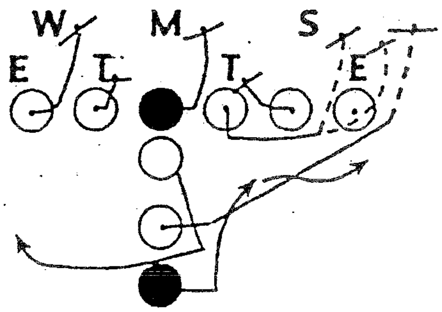
DESCRIPTION:

QB — SAME AS IN REGULAR.

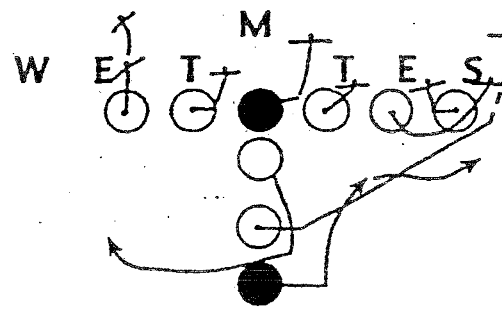
F — BLOCK SAFETY.

H — SAME AS IN REGULAR.

BACKSIDE		FRONTSIDE
	C	SAME AS IN REGULAR.
SAME AS IN REGULAR.	G	SAME AS IN REGULAR.
SAME AS IN REGULAR.	T	SAME AS IN REGULAR. vs BEAR & OVER WIDE FRONTS - "OUT" CALL.
	Y	SAME AS IN REGULAR. vs BEAR & OVER WIDE FRONTS - "OUT" CALL.
	Z	MDM.

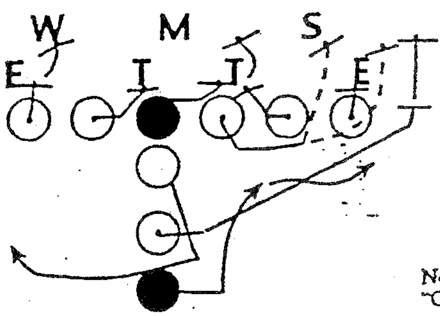


4-3 Stack



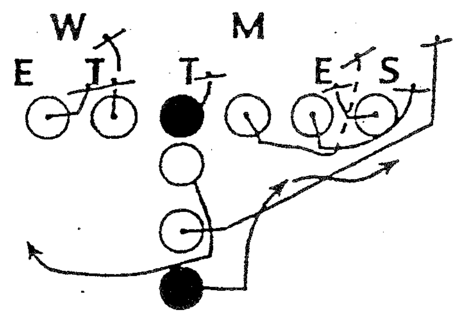
Note: Take

4-3



Note: "Cat" call

4-3 Over Stack



Note: Take

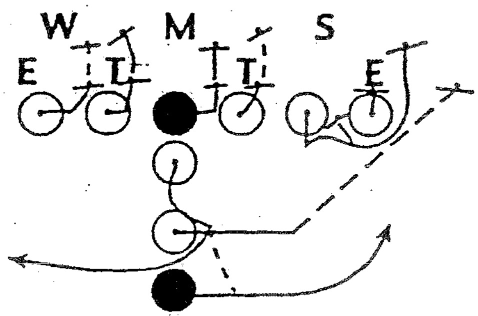
4-3 Under W

DESCRIPTION:

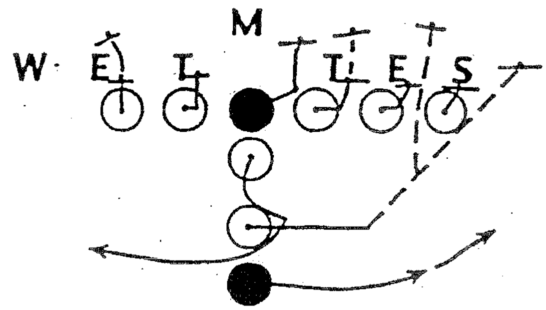
OFF TACKLE PLAY WITH COMBINATION BLOCKING BY TIGHT END, TACKLE AND GUARD.

QB	BOB FOOTWORK. FINISH WEAK ON NAKED.
F	ARC FOOTWORK INFLUENCE BLOCK #3. BLOCK SUPPORT. IF #3 FLASHES ACROSS YOUR FACE TAK HIM.
H	BOB FOOTWORK. READ B, C, D GAPS.

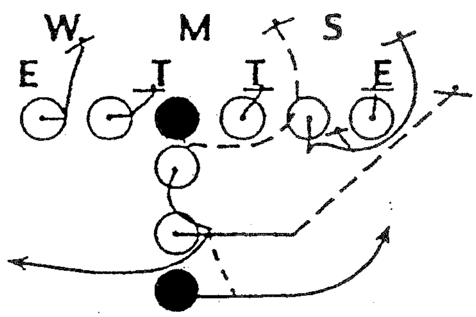
BACKSIDE		FRONTSIDE
	C	BLOCK "O". ALERT FOR SWAP, COB, SKIN, OR CAT CALLS.
BLOCK #1. ALERT SWAP, SLIP.	G	PULL SKIP IT. BLOCK INSIDE LBER. ALERT FOR SKIN, TAKE, GEE, COB CALLS.
BLOCK #2. ALERT SIFT, SLIP.	T	IF BOTH YOU AND GUARD COVERED WORK "TAK BLOCK WITH TE. IF GUARD UNCOVERED, WORK TAKE BLOCK WITH TE. IF UNCOVERED, BLOCK DOWN. ALERT FOR CAT CALL.
	Y	IF TACKLE COVERED, WORK TAKE BLOCK. IF TACKLE UNCOVERED, BLOCK MAN OVER.
	Z	MDM.
CONVOY	X	



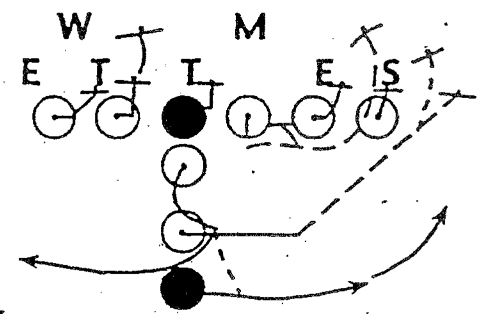
4-3 Stack



4-3



4-3 Over Stack



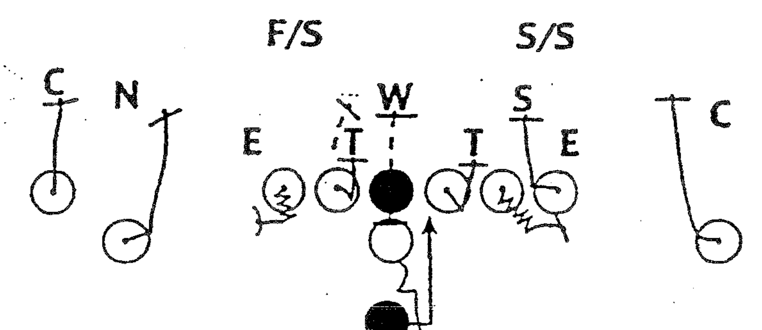
4-3 Under W

DESCRIPTION:
OUTSIDE PITCH PLAY WITH HB'S FIRST CHOICE OUTSIDE.

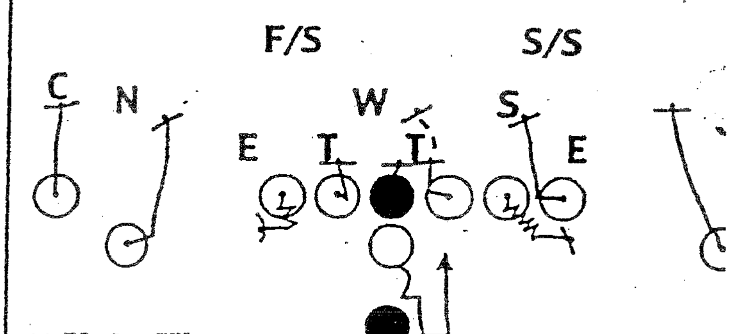
QB	REVERSE PIVOT - SOFT PITCH, FINISH WITH NAKE WEAK.
F	RUN PARALLEL FOR 5 YDS - READ FORCE, BLOCK FORCE. VS BEAR OR EXCHANGE LOOKS, BLOCK OUTSIDE DEFENDER.
H	QUICK JAB - RUN PARALLEL - TAKE PITCH, READ FORCE. 1ST CHOICE - RUN OUTSIDE.

BACKSIDE		FRONTSIDE
	C	BLOCK "0" TO MIKE. ALERT RAY/LENNY, SWAP; B RAY, BIG LENNY, POSS. SWOOP, SKIN CALLS.
BLOCK #1. ALERT SLIP, SWAP, SWOOP CALLS.	G	BLOCK #1. ALERT RAY, LENNY, SKIN, BIG RAY/ LENNY CALLS; POSS TAG BLOCK IF UNCOVERED PULL - READ OT'S BLOCK.
BLOCK #2. ALERT SLIP, SWOOP CALL. ALERT SIFT BLOCK.	T	BLOCK #2. REACH #. IF UNCOVERED, PULL AROUI TE'S BLOCK FOR SAM LBER. POSS TAG BLOCK.
	Y	BLOCK #3. REACH #.
	Z	MDM.
CONVOY	X	

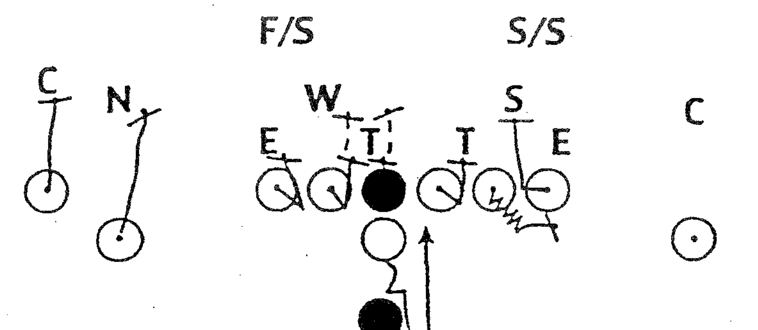
NICKEL RUNS



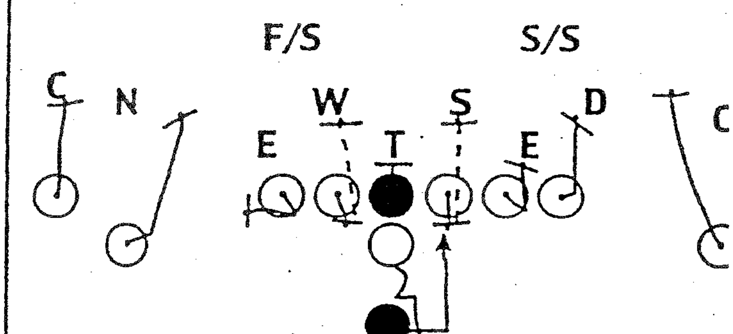
42



42 Under W



42 Over S

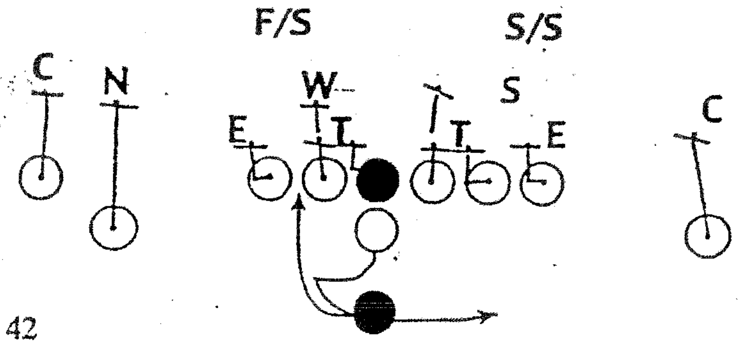


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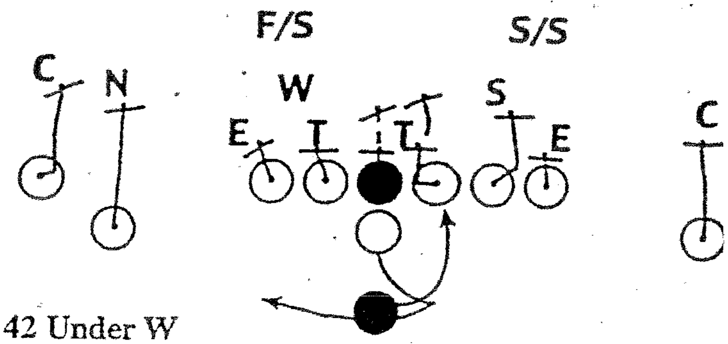
DESCRIPTION:		
	QB	RBACK OUT - SHOW PASS.
	F	BLOCK MDM.
	H	SLIDE STEP. CAN BE IN "Q" OR "T" POSITION.

BACKSIDE		FRONTSIDE
	C	BLOCK #0. ZONE OFF ALL GAMES. IF COVERED & EITHER GUARD UNCOVERED, WORK ZORRO BLO ON DT TO LBER. ALERT FOR LAWN/RAKE, ACE; RALPH/LESTER CALLS.
BLOCK #1. SHORT SET & CLIMB. ZONE OFF ALL GAMES. IF UNCOVERED WORK ZORRO BLOCK W/CTR ON DT TO LBER. POSSIBLE READ OR FAN CALL. ALERT FOR LAWN/RAKE CALL.	G	BLOCK #1. SHORT SET & CLIMB. ZONE OFF ALL GA IF UNCOVERED, WORK ZORRO BLOCK ON DT TO C ALERT DEUCE, READ, LAWN/RAKE; ACE; RALPH/LESTER AND FAN CALLS.
BLOCK #2. POSSIBLE SIFT. ALERT FOR ZORRO OR READ CALLS. ALERT LAWN/RAKE OR FAN CALLS.	T	BLOCK #2. POSSIBLE SWAP W/TE. ALERT DEUCE - RE OUT, LAWN/RAKE, RALPH, LESTER CALLS.
	Y	BLOCK #3. POSSIBLE SWAP W/OST. ALERT DEUCE READ, OUT CALLS.
	Z	BLOCK MDM.
	X	BLOCK MAN OVER.

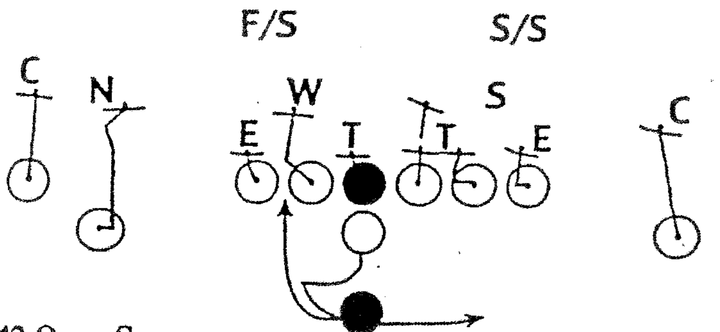
CWM 20/33 VEER vs NICKEL



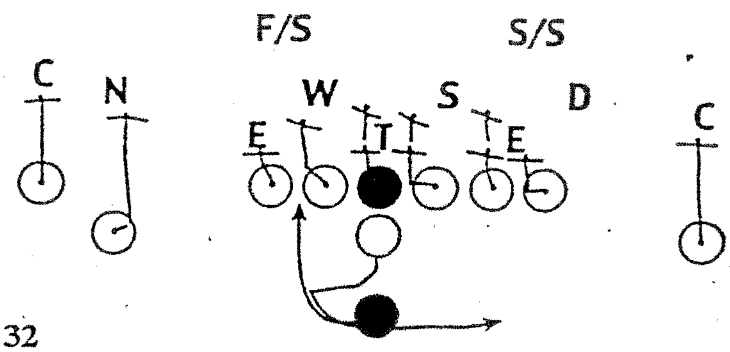
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42 Under W



42 Over S



32

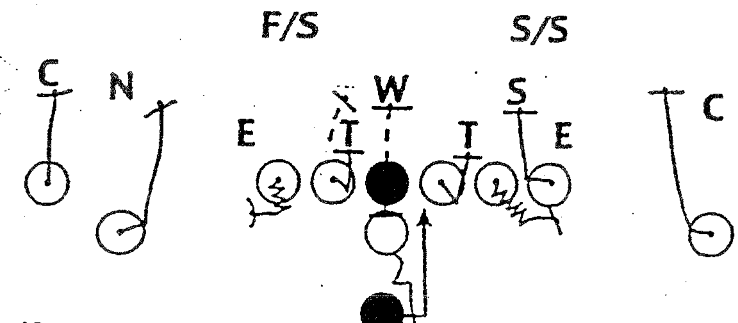
DESCRIPTION:

QB — REVERSE PIVOT. FINISH WITH NAKED.

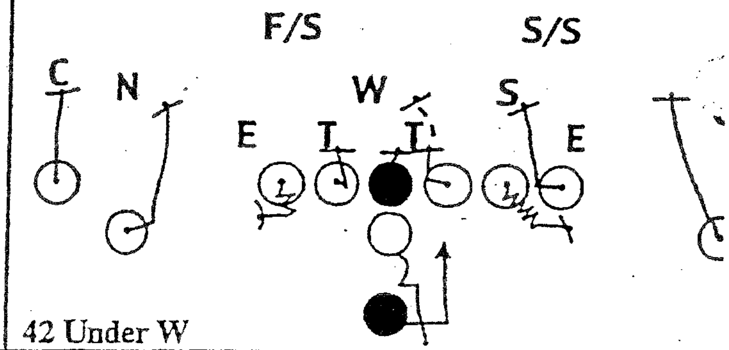
F — BLOCK MDM.

H — BELLY FOOTWORK.

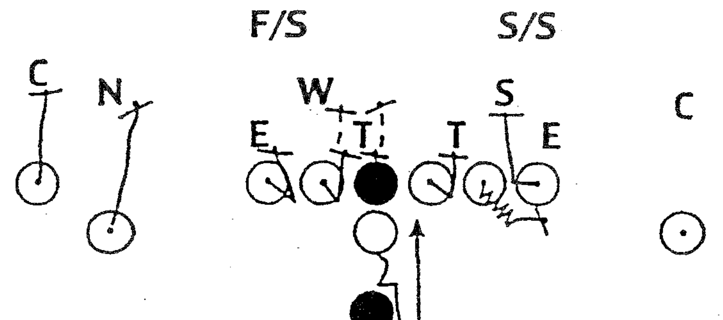
	BACKSIDE		FRONTSIDE
		C	TO TE - COVERED, BLOCK #0. UNCOVERED, BACKSID CALL. WORK BACK TO BACKSIDE LBER. TO OPENSID - COVERED, BLOCK #0. POSSIBLE CHIP IF OSG IS UNCOVERED. UNCOVERED, LENNY/RAY W/OSG.
	TO TE - BLOCK #1. POSSIBLE SWAP, SCOOP CALLS. TO OPEN SIDE - BLOCK #1, POSSIBLE SLIP CALL.	G	TO TE - CPOVERED, BLOCK #1. UNOCVERED, READ ZONE W/OST. TO OPENSIDE - COVERED, BLOCK #1, POSSIBLE LENNY/RAY. UNCOVERED, READ ZONE W/OST. ALERT MINGO/CHIP CALL.
	TO TE - BLOCK #2. TO OPEN SIDE - CUTOFF/COMBO BLOCK. IF UNCOVERED, SLIP BLOCK WITH BSG.	T	TO TE - COVERED, BLOCK #2; IF OSG IS UNCOVEREI READ ZONE W/OSG. IF YOU'RE UNCOVERED, READ ZONE W/TE. ALERT DEUCE CALL. OT OPENSIDE - BLOCK #2; IF OSG IS UNCOVERED, READ ZONE; ALER MINGO.
		Y	ONSIDE - BLOCK #3. IF OST IS UNCOVERED, READ ZONE. TO OPENSIDE - CUT OFF OR COMBO BLOCK.
		Z	BLOCK MDM.
		X	BLOCK MAN OVER.



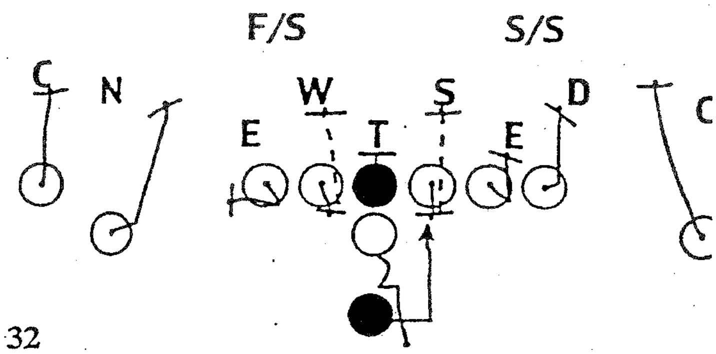
42



42 Under W



42 Over S

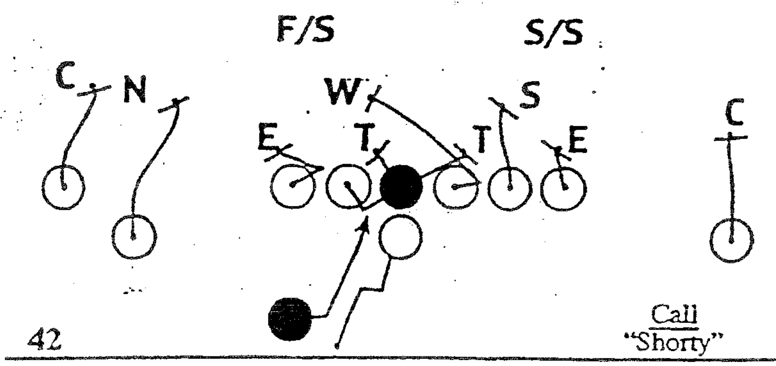


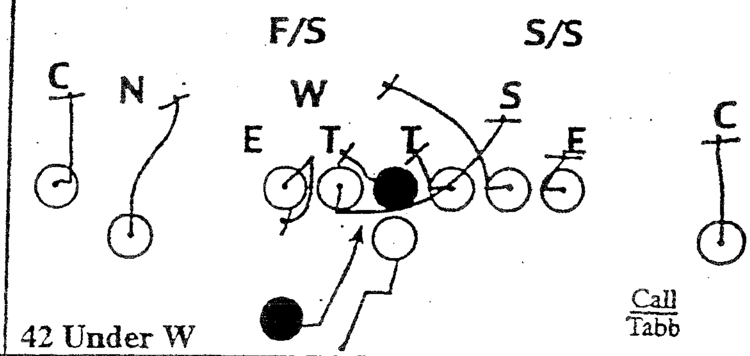
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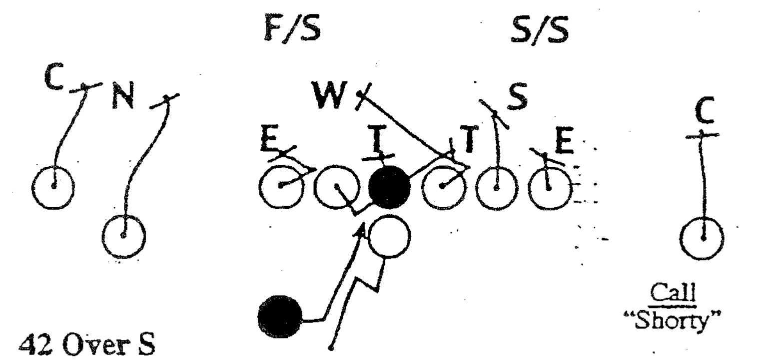
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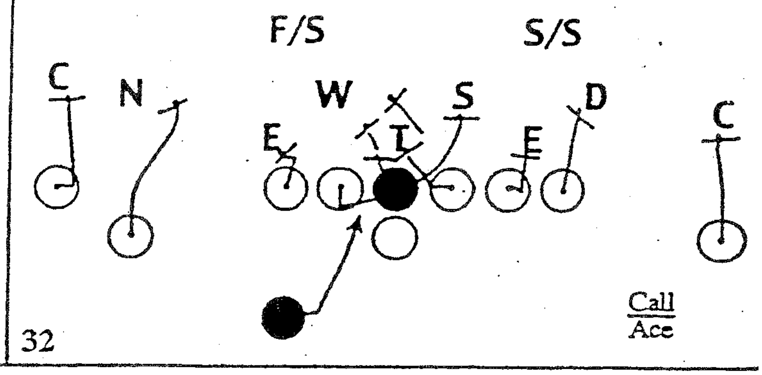
QB	RBACK OUT - SHOW PASS.
F	BLOCK MDM.
H	SLIDE STEP. CAN BE IN "Q" OR "T" POSITION.

BACKSIDE		FRONTSIDE
	C	BLOCK #0. ZONE OFF ALL GAMES. IF COVERED & EITHER GUARD UNCOVERED, WORK ZORRO BLO ON DT TO LBER. ALERT FOR LAWN/RAKE, ACE; RALPH/LESTER CALLS.
BLOCK #1. SHORT SET & CLIMB. ZONE OFF ALL GAMES. IF UNCOVERED WORK ZORRO BLOCK W/CTR ON DT TO LBER. POSSIBLE READ OR FAN CALL. ALERT FOR LAWN/RAKE CALL.	G	BLOCK #1. SHORT SET & CLIMB. ZONE OFF ALL GAI IF UNCOVERED, WORK ZORRO BLOCK ON DT TO C ALERT DEUCE, READ, LAWN/RAKE; ACE; RALPH/LESTER AND FAN CALLS.
BLOCK #2. POSSIBLE SIFT. ALERT FOR ZORRO OR READ CALLS. ALERT LAWN/RAKE OR FAN CALLS.	T	BLOCK #2. POSSIBLE SWAP W/TE. ALERT DEUCE - RE OUT, LAWN/RAKE, RALPH, LESTER CALLS.
	Y	BLOCK #3. POSSIBLE SWAP W/OST. ALERT DEUCE READ, OUT CALLS.
	Z	BLOCK MDM.
	X	BLOCK MAN OVER.



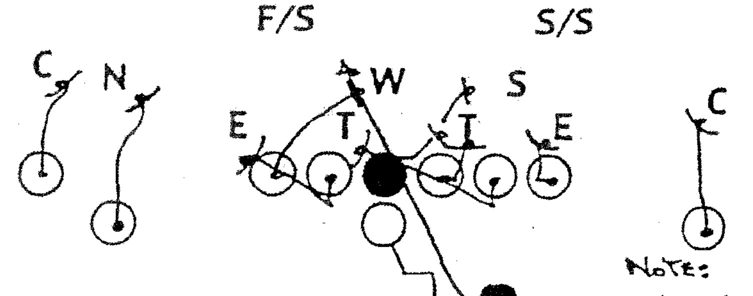




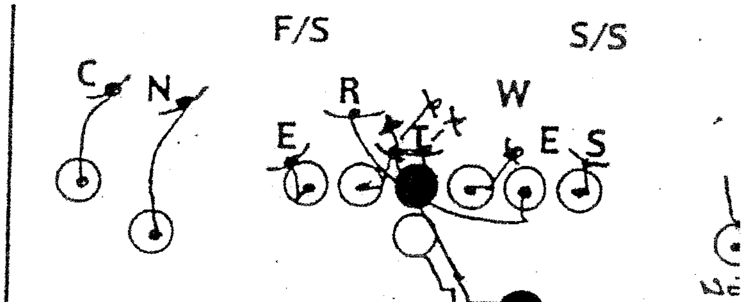


DESCRIPTION:		
	QB	TRAP FOOTWORK
	F	BLOCK MDM.
	H	INSIDE JAB STEP. AIMING POINT IS FAR LEG OF THE CENTER. 5 YARD DEPTH.

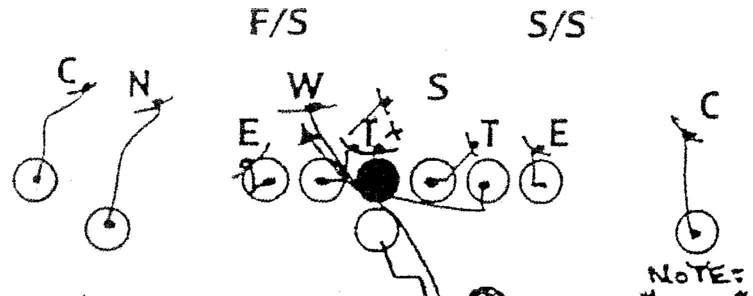
BACKSIDE		FRONTSIDE
	C	BLOCK #0 TO #1 AWAY. ALERT ACE & OFF CALLS.
PULL - TRAP 1ST DL PAST CENTER.	G	BLOCK BACKSIDE LBER. ALERT TABB CALL. ALERT OFF, ACE CALLS.
BLOCK #2. INSURE INSIDE AREA. IF BSG COVERED, SLAM DT THEN BACK OUT ON DE.	T	BLOCK #2. ALERT TABB CALL - BLOCK BACKSIDE LBER.
	Y	BLOCK #3.
	Z	BLOCK MAN OVER.
	X	BLOCK MAN OVER.



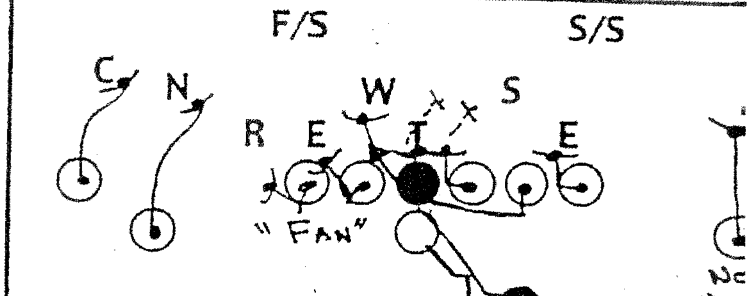
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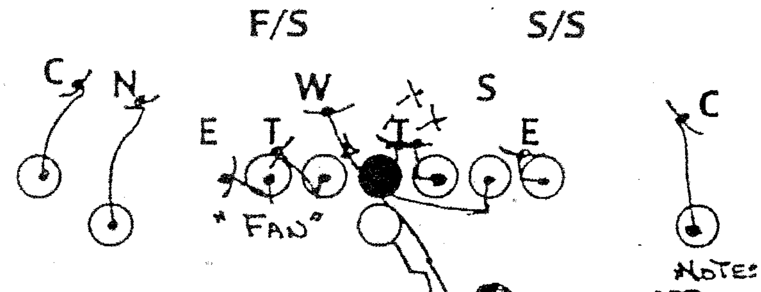
33 Strong



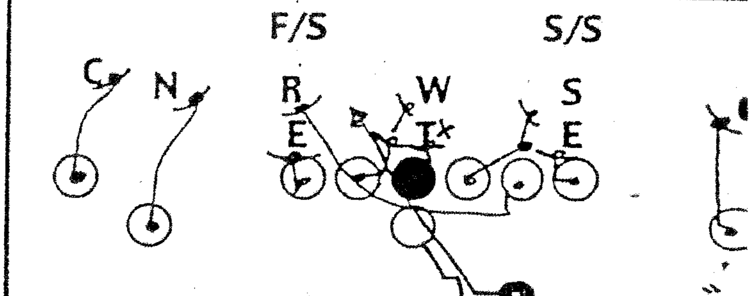
42 Over KC



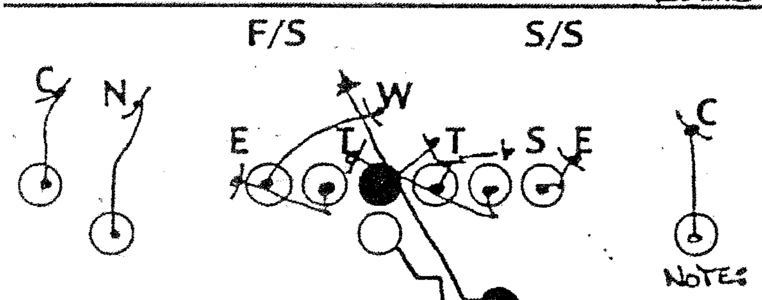
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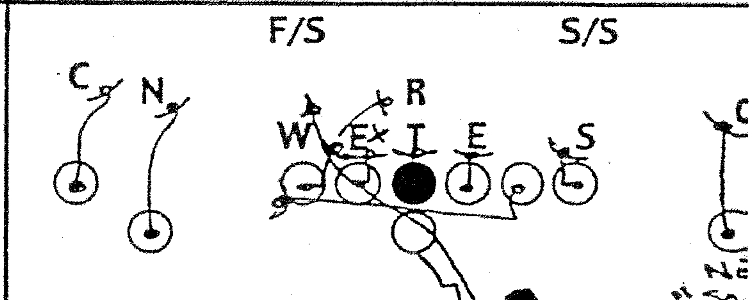
42 Under KC



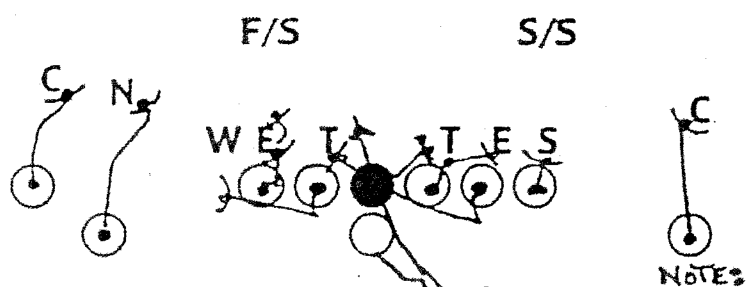
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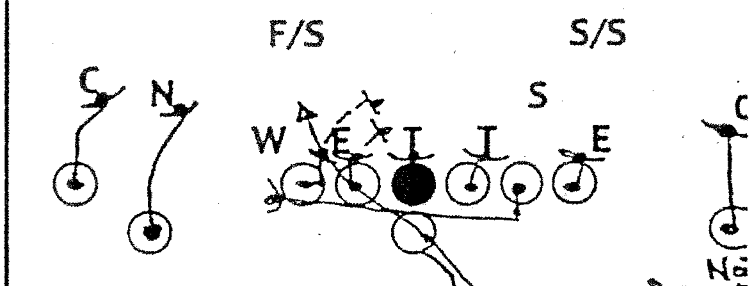
42 Exchange



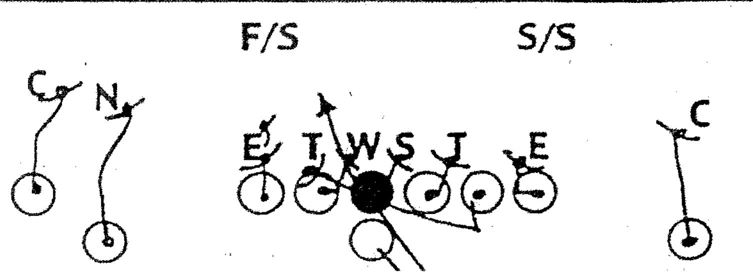
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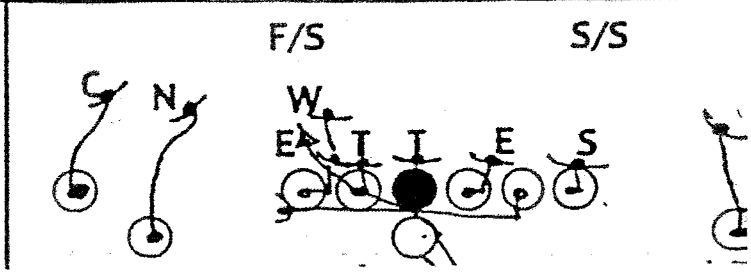


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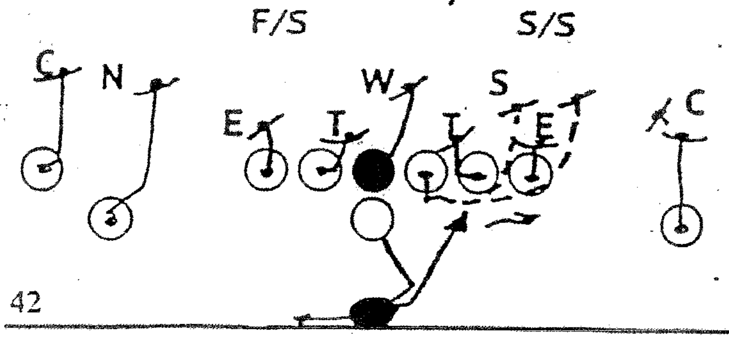


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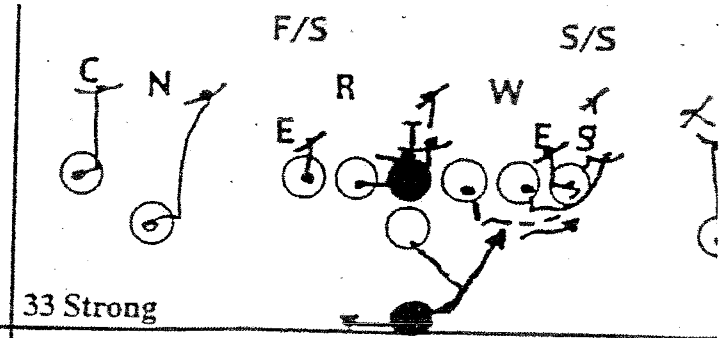




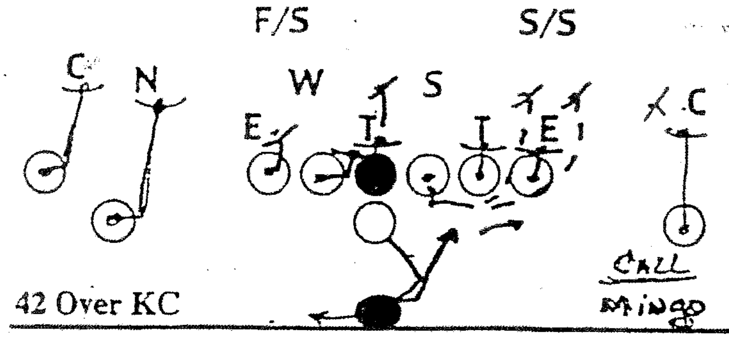
80/90 TAKE vs NICKEL



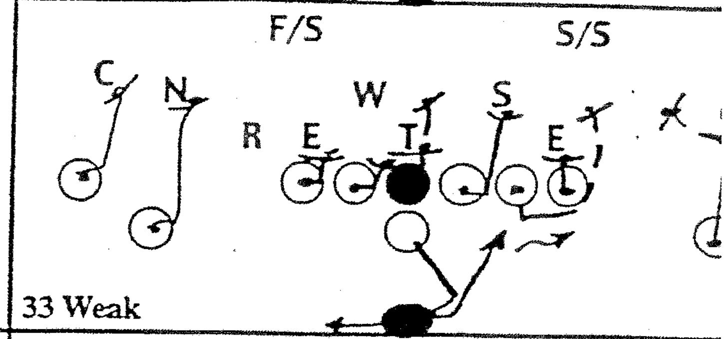
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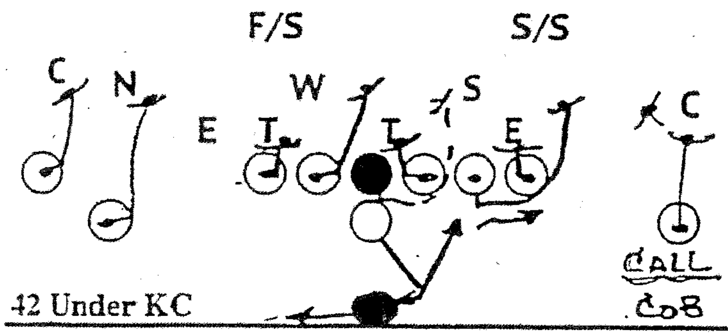
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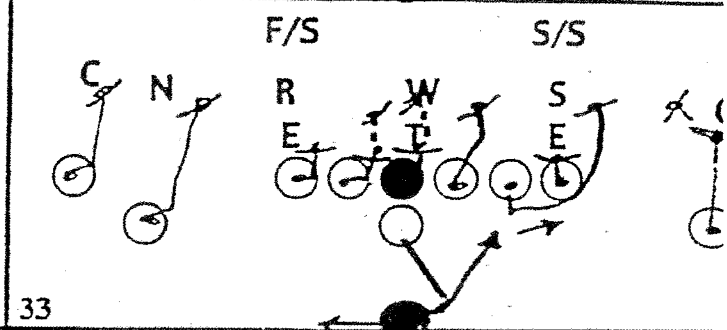
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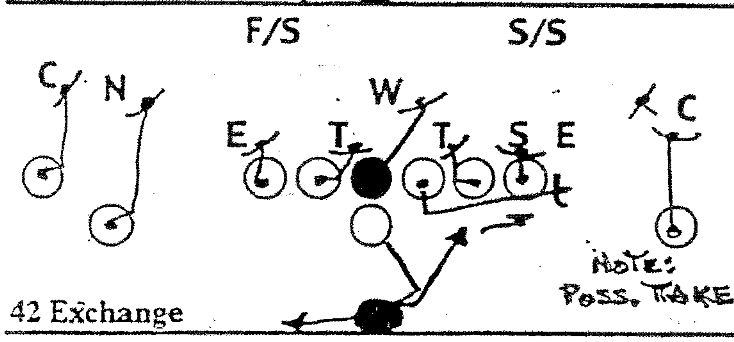
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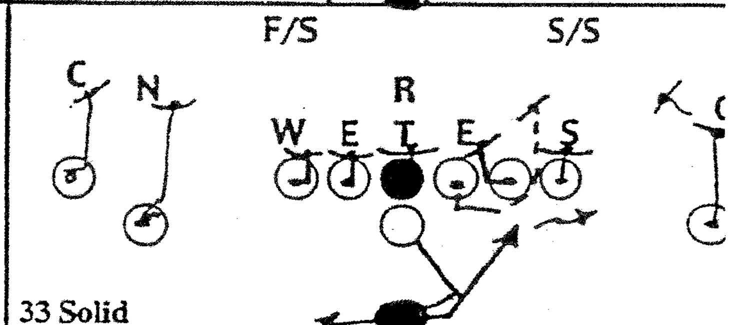
42 Under KC



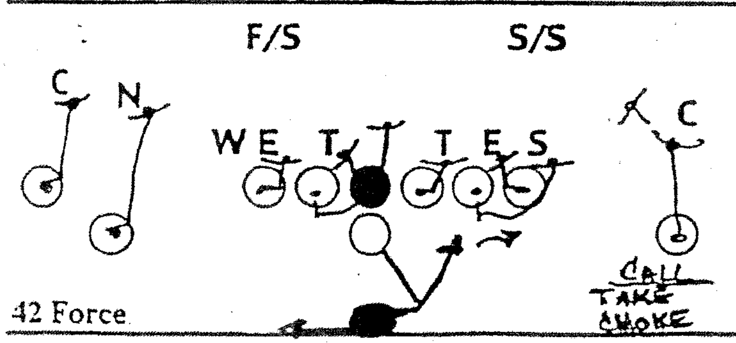
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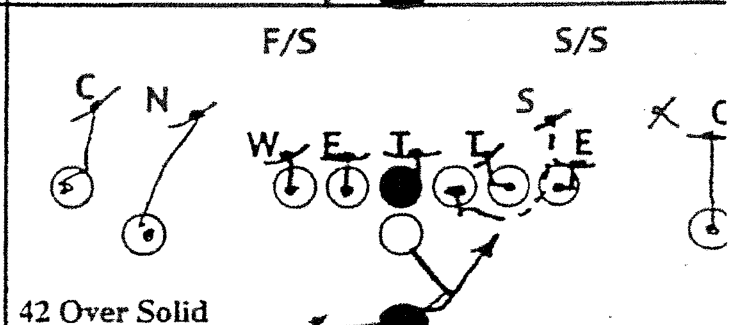
42 Exchange



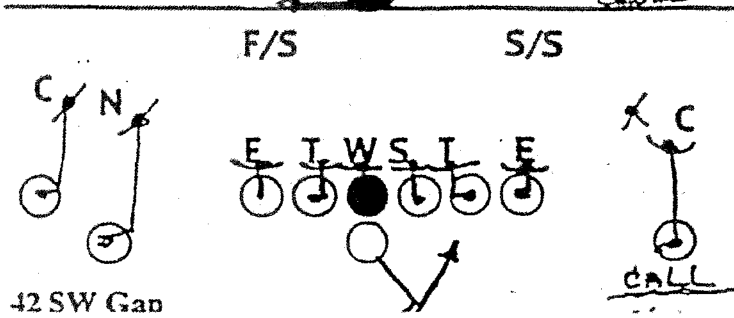
33 Solid



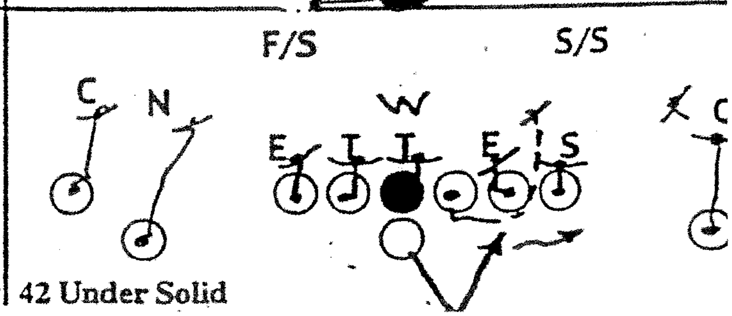
42 Force



42 Over Solid

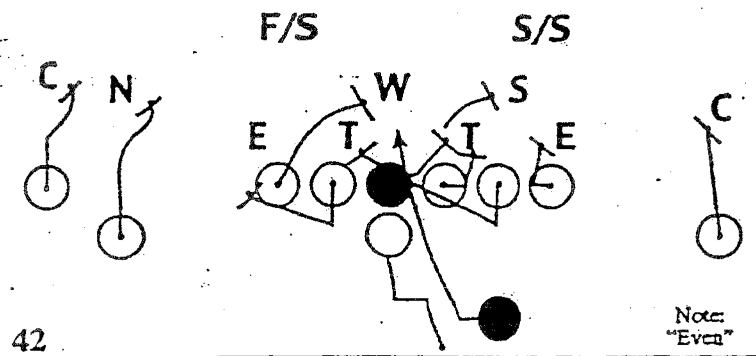


42 SW Gap

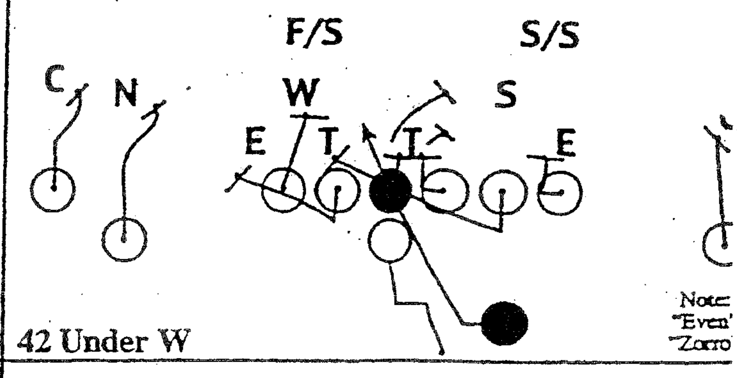


42 Under Solid

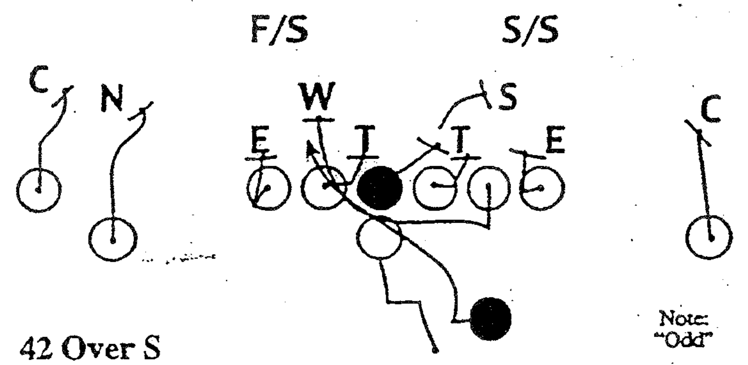
30 (20) TOM vs NICKEL



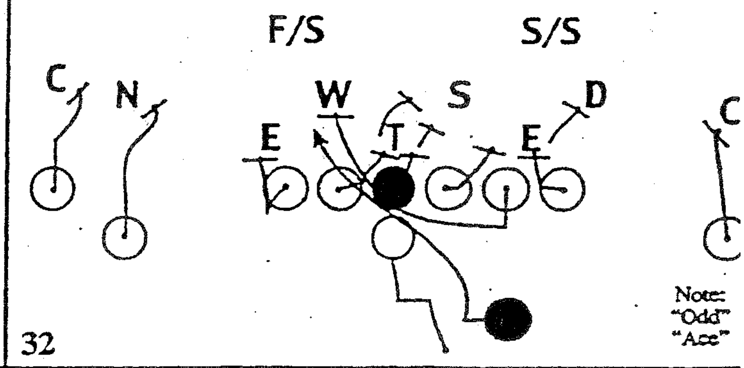
42



42 Under W



42 Over S



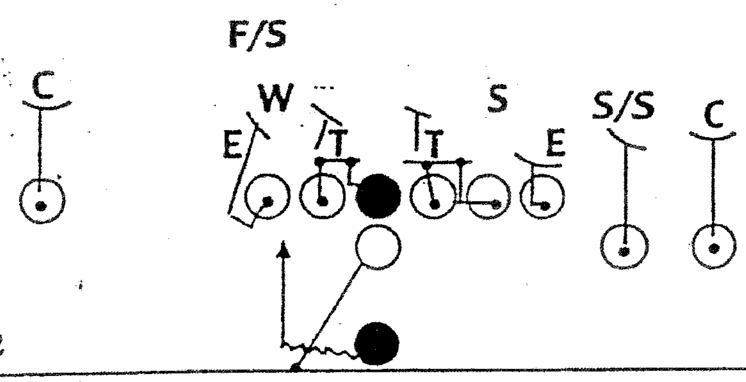
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DESCRIPTION:

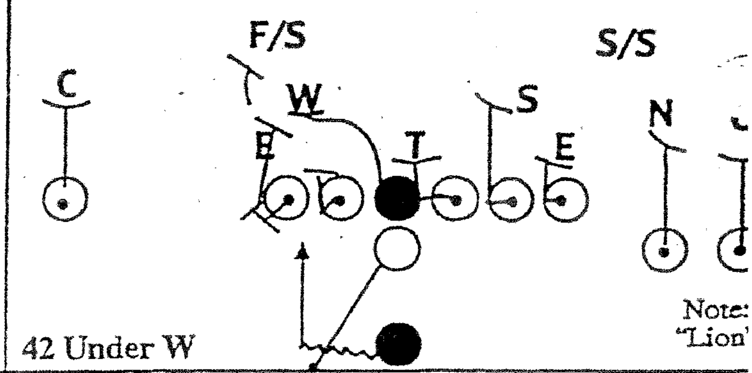
QB	SHOW PASS, GIVE BALL TO "H" ON 3RD STEP.
F	BLOCK MAN OVER.
H	20/30 TRAP FOOTWORK.

BACKSIDE		FRONTSIDE
	C	UNCOVERED, DBL TEAM W/OFF GUARD ON DT TO BACKS LBER. VS OVER 4-2, OFF CALL, DBL TEAM TO LB. VS UNI ZORRO BLOCK W/OFF GUARD. ALERT ACE - OFF CALLS
BLOCK #1. DBL TEAM DT TO LBER. ALERT ZORRO CALL. ALERT ACE CALL VS 32-33 NICKEL.	G	VS EVEN, PULL-BLOCK DE. VS ODD, BLOCK DOWN ON N ALERT ODD, ACE CALLS. ALERT "FAN" CALL. ALERT SOLI DEUCE CALL.
ALERT EVEN CALL, PULL-TRAP 1ST DL PAST CENTER. ALERT ODD CALL, PULL, READ TACKLE'S BLOCK LEAD UPFIELD ON LBER. ALERT SOLID, PULL-TRAP EM LOS.	T	ALERT EVEN CALL, BLOCK LBER. ALERT ODD, BLOCK MAN OVER. ALERT SOLID, DEUCE BLOCK TO LBER. ALERT FAN.
BLOCK MAN OVER.	Y	
BLOCK MAN OVER.	Z	
	X	BLOCK MAN OVER.

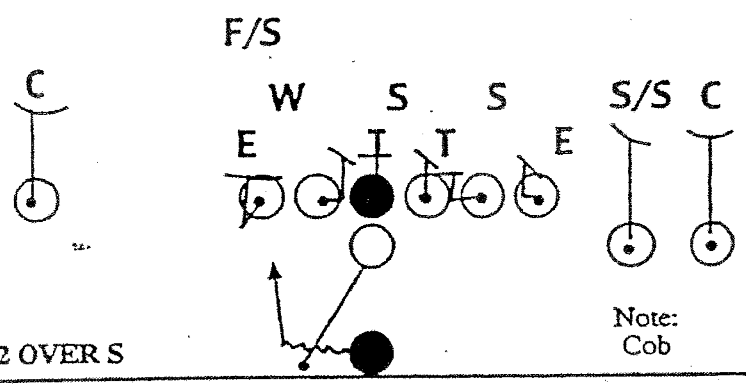
50/40 BRUSH vs NICKEL



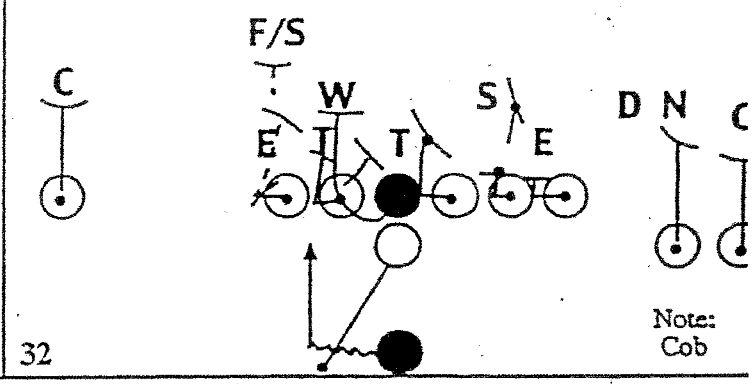
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42 Under W



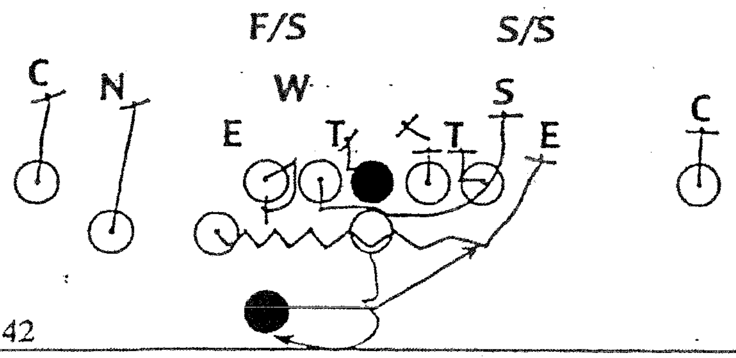
42 OVER S



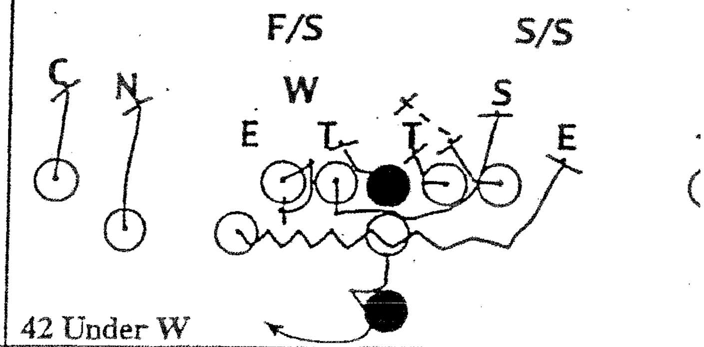
32

DESCRIPTION:		
WEAKSIDE DRAW. CALLSIDE TACKLE HAS TWO DEFENDERS TO BLOCK.	QB	SPRINT BACK - GIVE BALL DEEP TO "H".
	F	BLOCK #4.
	H	SLIDE STEP WEAKSIDE. READ 1ST COVERED LINEMAN.

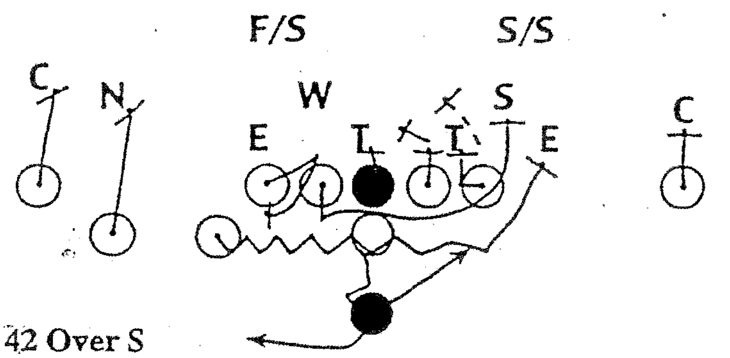
BACKSIDE		FRONTSIDE
	C	BLOCK "O". ALERT LENNY/RAY, COB, ZORRO LION/RAM CALLS. ALERT "SWOOP" CALL VS. SOLI[D] VS. UNDER - LION / RAM CALL.
BLOCK #1. ALERT SLIP, SUP, SWAP CALLS. ALERT "SWOOP" CALL VS OVER FRONTS.	G	BLOCK #1. ALERT LENNY/RAY, COB, ZORRO CALL ALERT FAN CALL.
BLOCK #2. ALERT SLIP, SUP, COMO CALLS. ALERT SWOOP CALL VS. OVER FRONTS.	T	BLOCK #2. TO WILL LB'ER - IF BLOCKED - SET UPFIE[LD] FOR SAFETY. ALERT FAN CALL.
BLOCK #3. CUT-OFF OR COMBO BLOCK. ALERT "SWOOP" CALL.	Y	



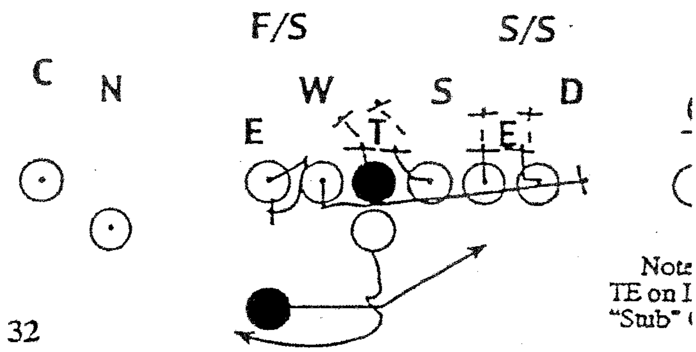
42



42 Under W



42 Over S

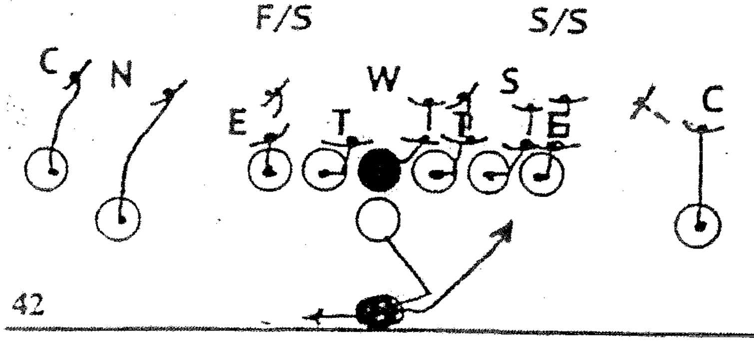


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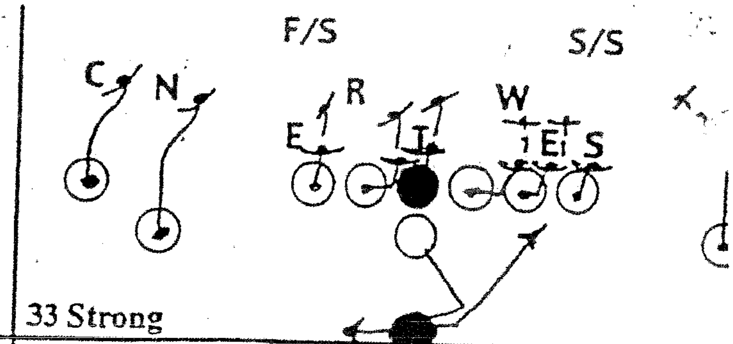
DESCRIPTION: NICKEL RUN - POWER OFF. TACKLE PLAY.	QB	POWER FOOTWORK.
	F	BLOCK MDM.
	H	POWER FOOTWORK. "Q" POSITION - 6 YARD DEP

BACKSIDE		FRONTSIDE
	C	BLOCK "0 TO BACKSIDE AREA. ALERT ACE, OFF, DE ANGLE CALLS.
POWER BLOCKING RULES. ALERT STUB CALL.	G	BLOCK INSIDE AREA TO 1ST LBER BACKSIDE. AI ACE, OFF, DEUCE, ANGLE CALLS.
POWER BLOCKING RULES.	T	BLOCK INSIDE AREA TO 1ST LBER BACKSIDE. AI DEUCE, ANGLE, GAP CALLS. VS 3-2 & 3-3 NICKEL T BLOCK TO MIKE LBER.
	Y	WHEN IN MOTION BLOCK EM LOS. VS 3-2 & 3-3 NI(GET ON LOS - TREY BLOCK.
	Z	BLOCK MDM.
	X	BLOCK MAN OVER.

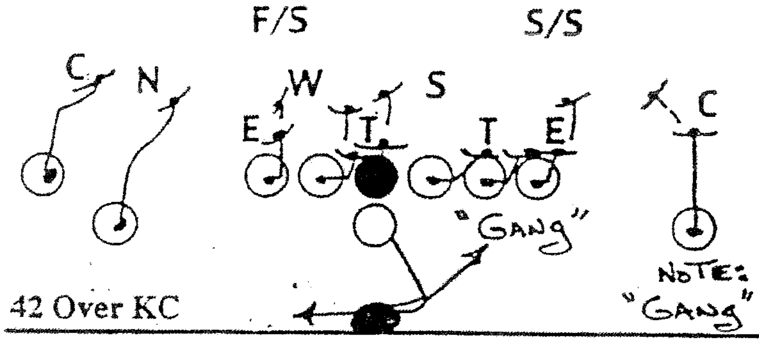
A DBL vs NICKEL



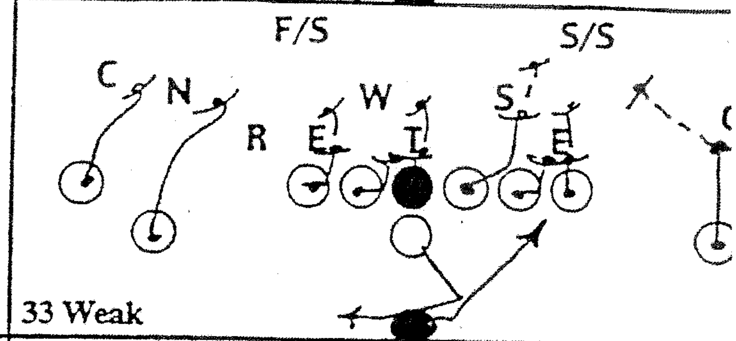
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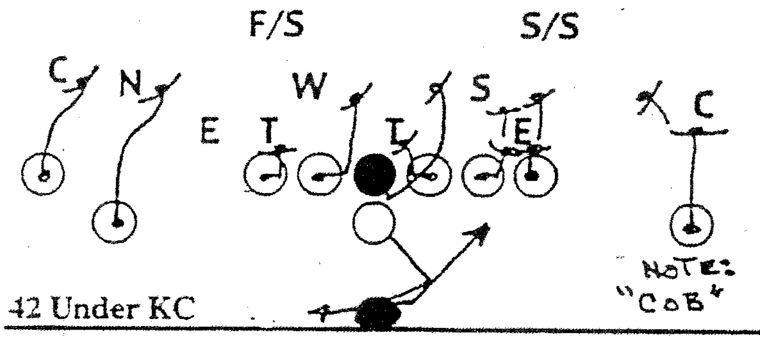
33 Strong



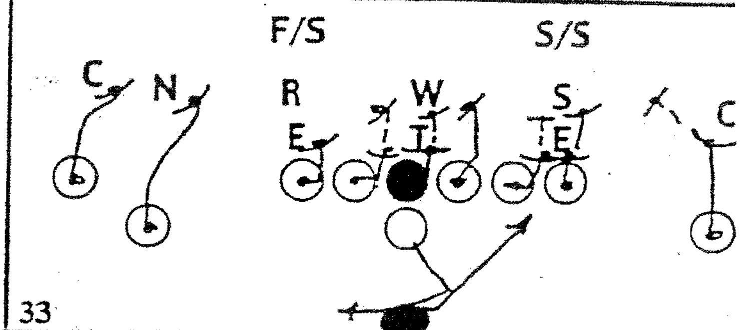
42 Over KC



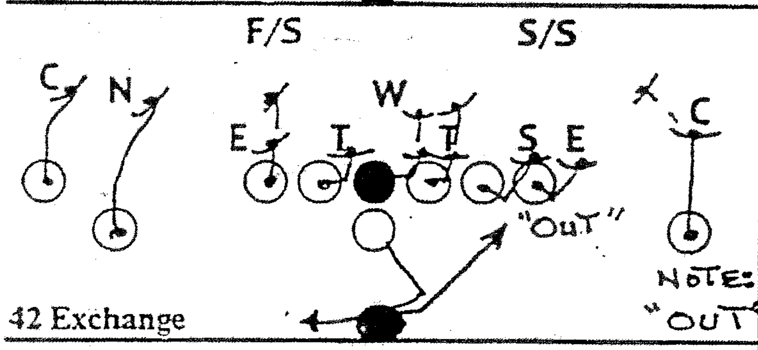
33 Weak



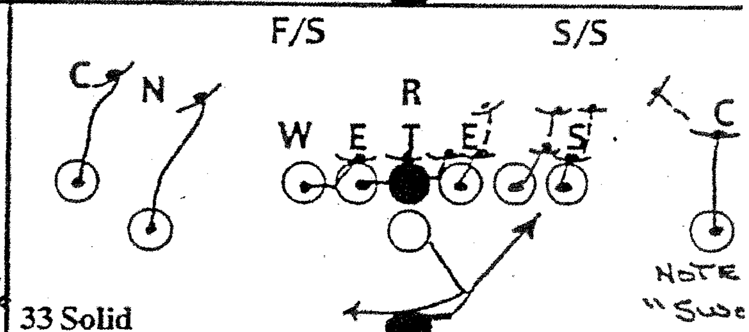
42 Under KC



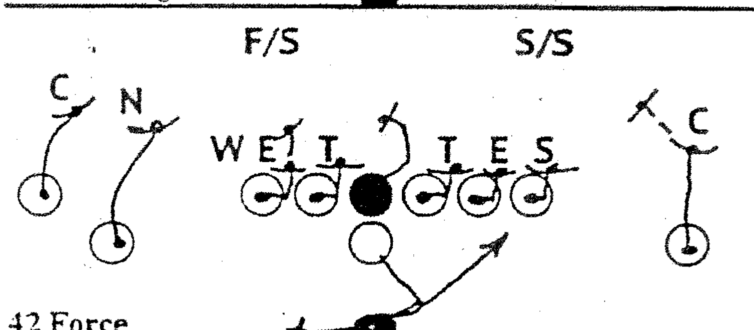
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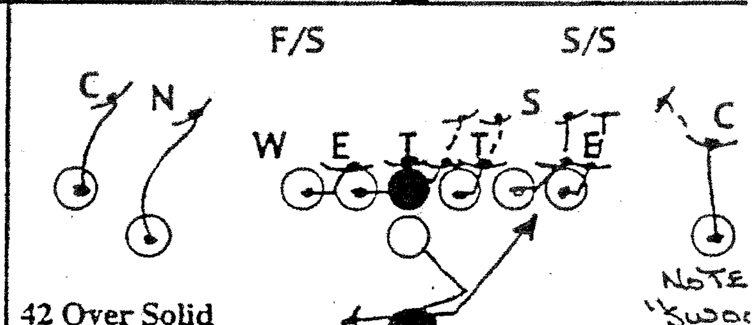
42 Exchange



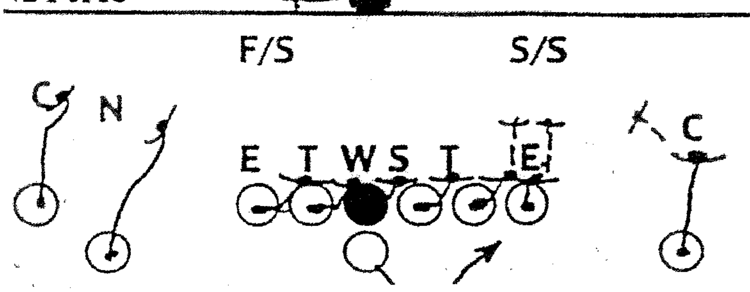
33 Solid

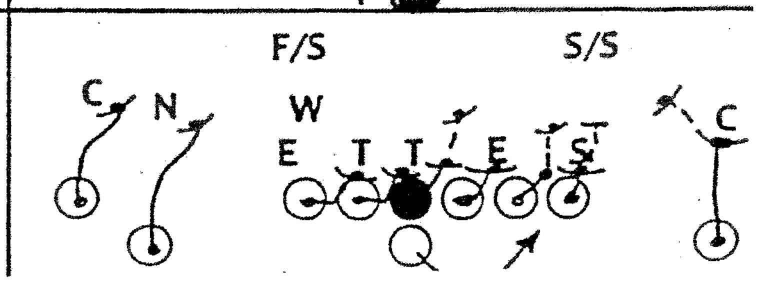


42 Force



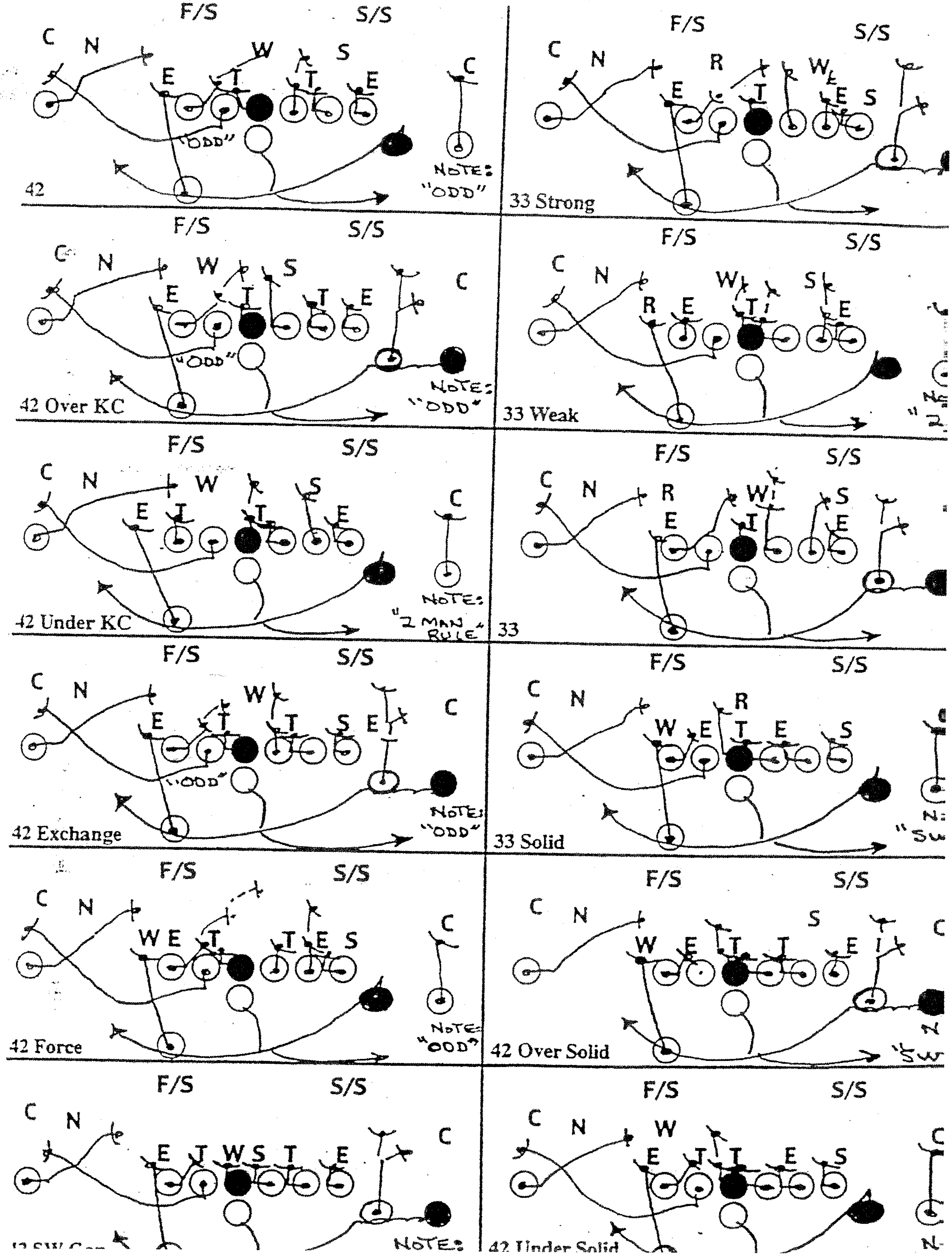
42 Over Solid



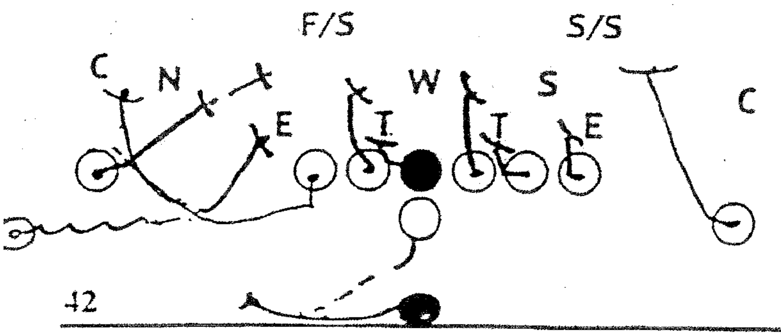


F or Z 90|80 SWEEP

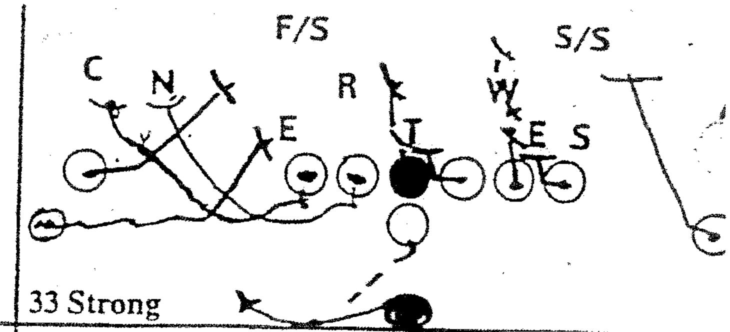
vs NICKEL



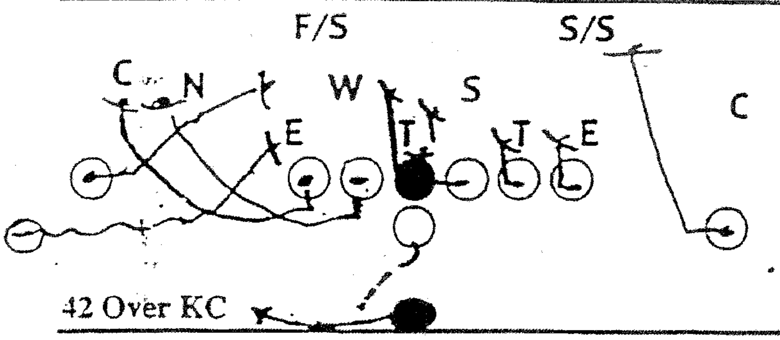
90/80 TRUCK vs NICKEL



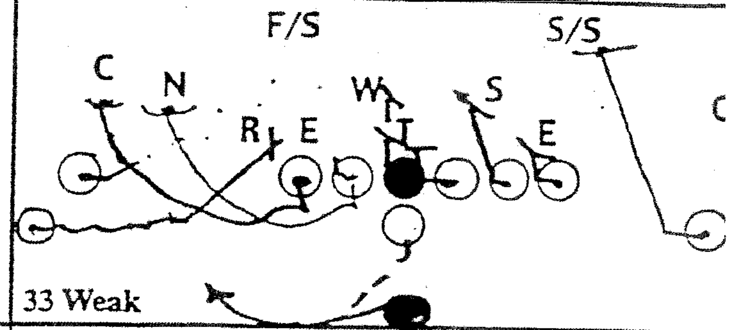
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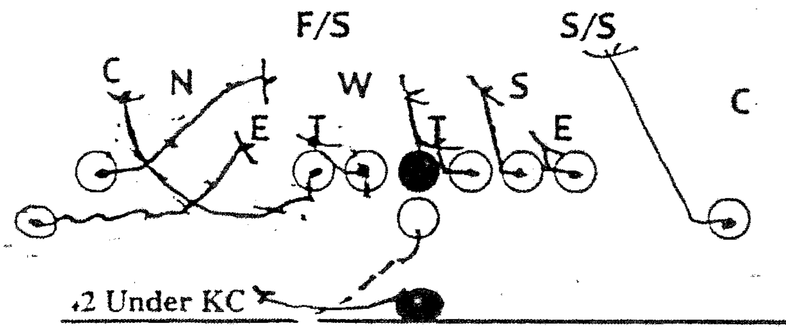
33 Strong



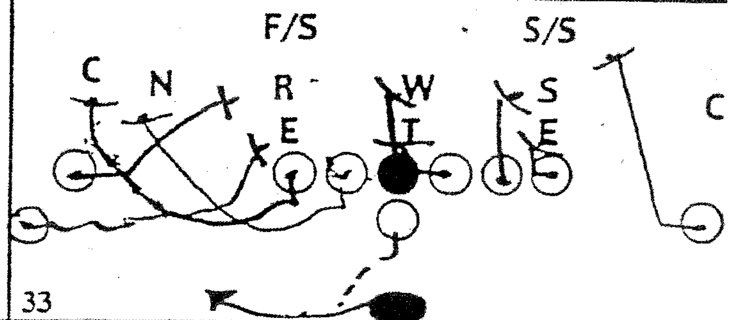
42 Over KC



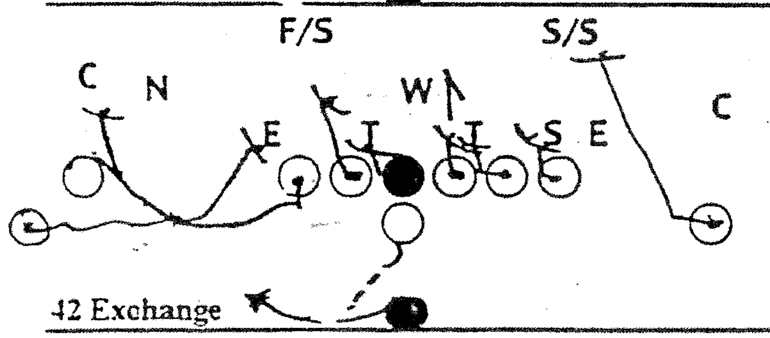
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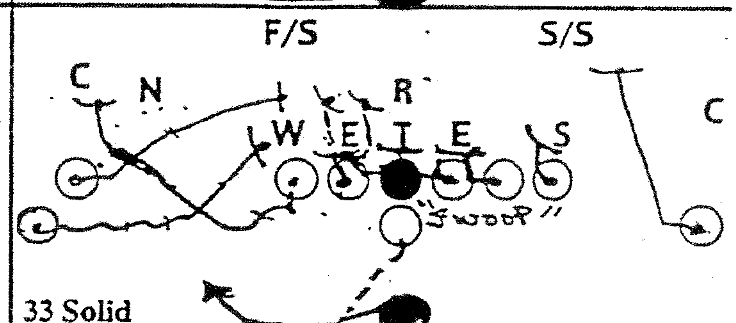
42 Under KC



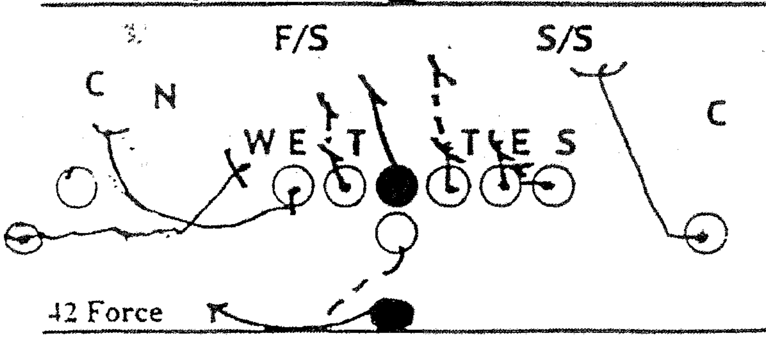
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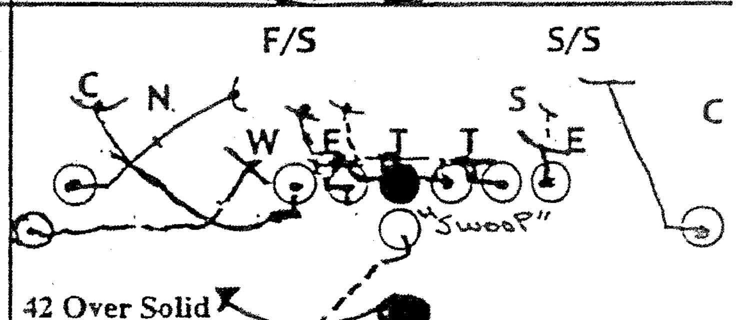
42 Exchange



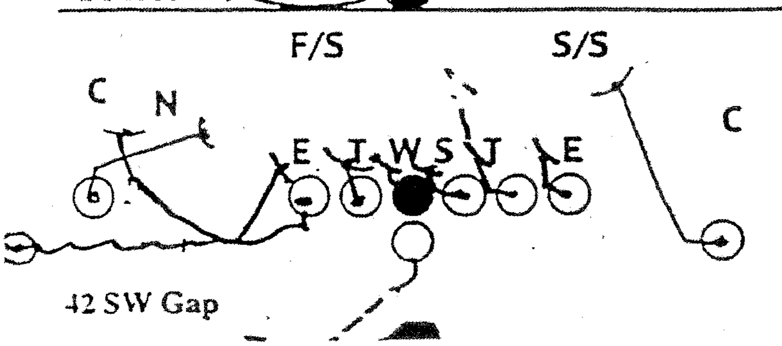
33 Solid



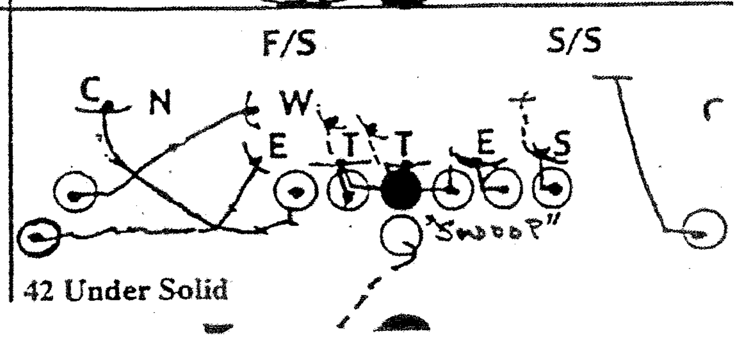
42 Force



42 Over Solid



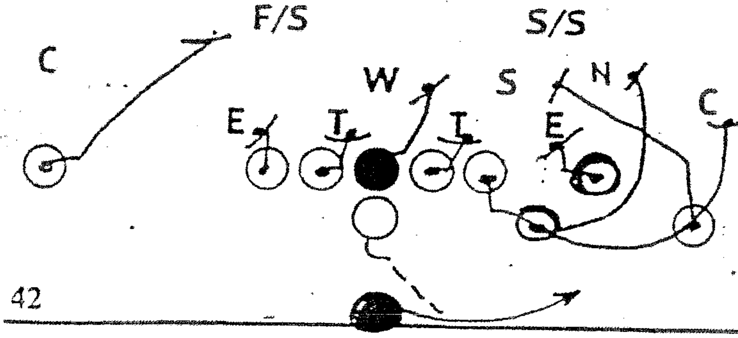
42 SW Gap



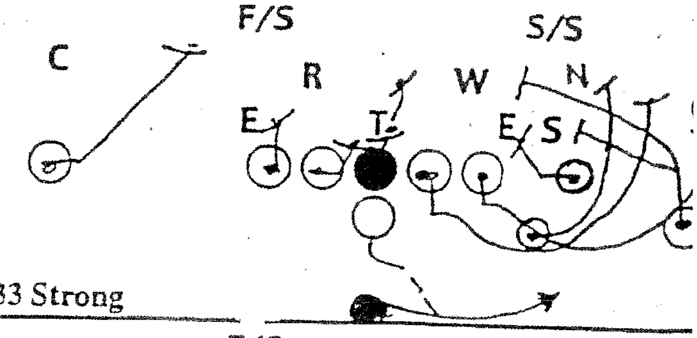
42 Under Solid

80|90 CAB

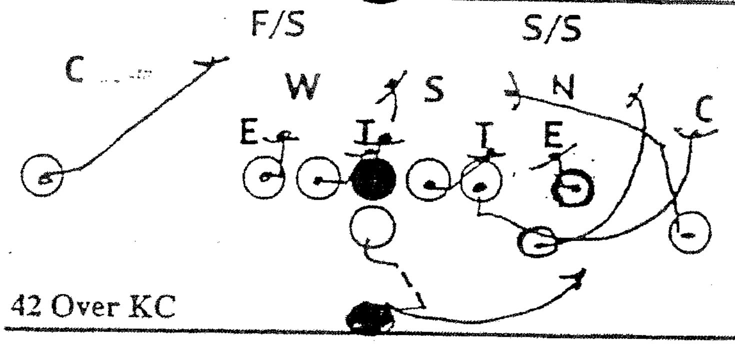
vs NICKEL



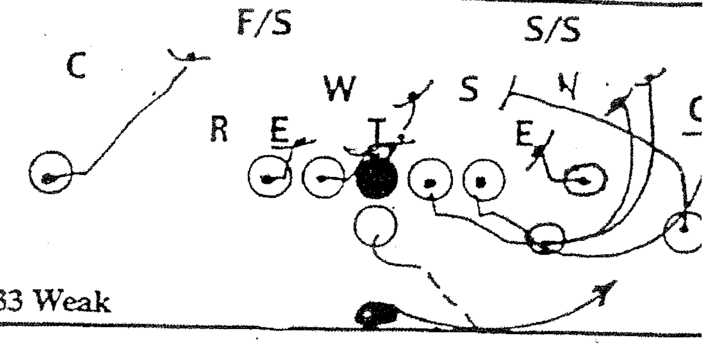
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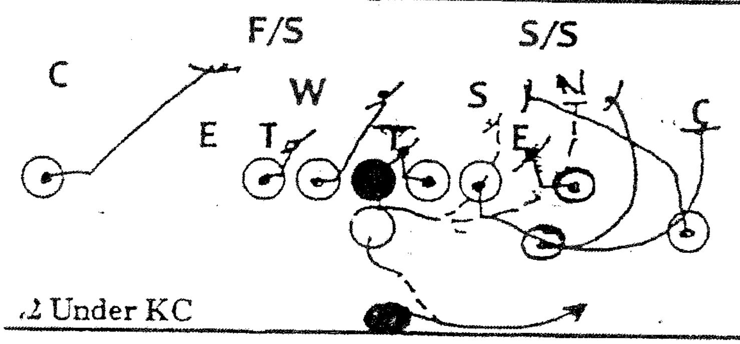
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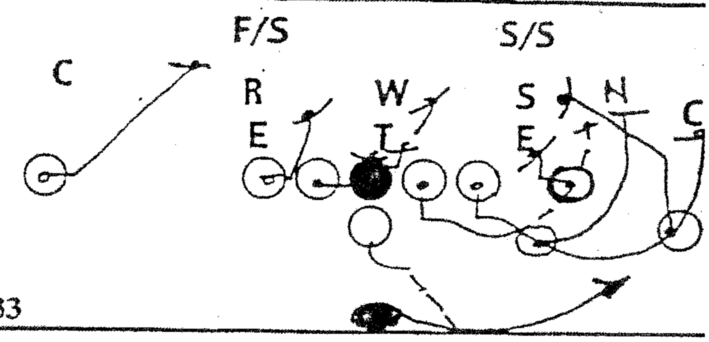
42 Over KC



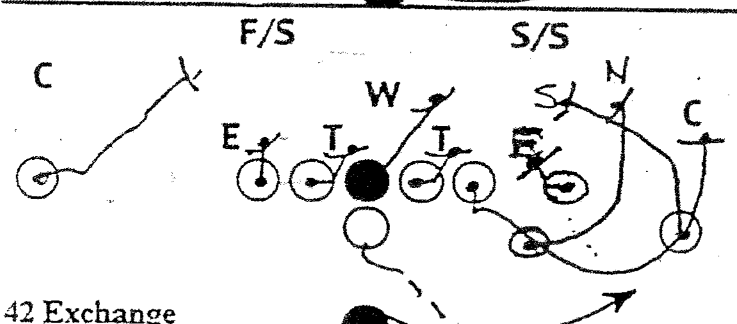
33 Weak



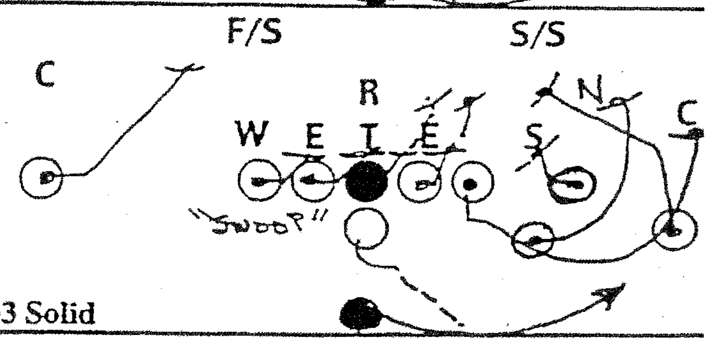
42 Under KC



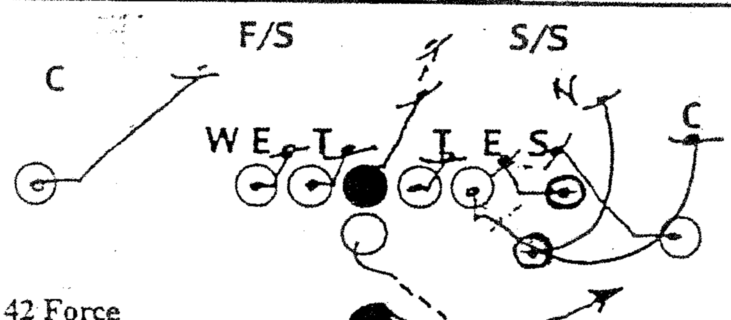
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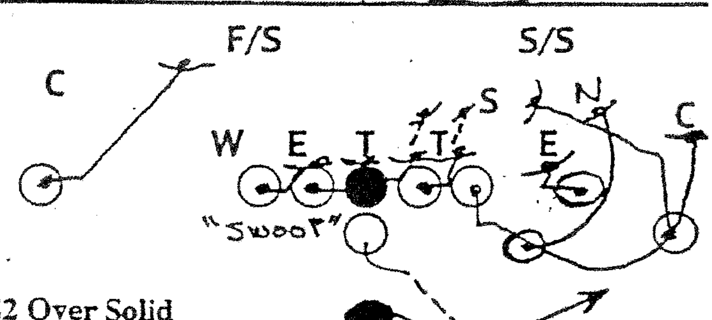
42 Exchange



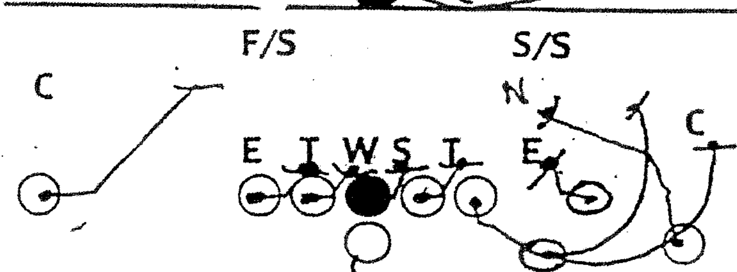
33 Solid

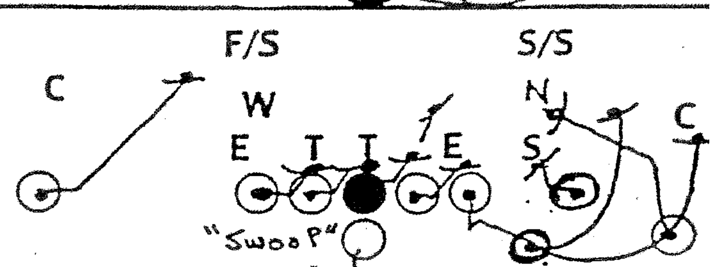


42 Force



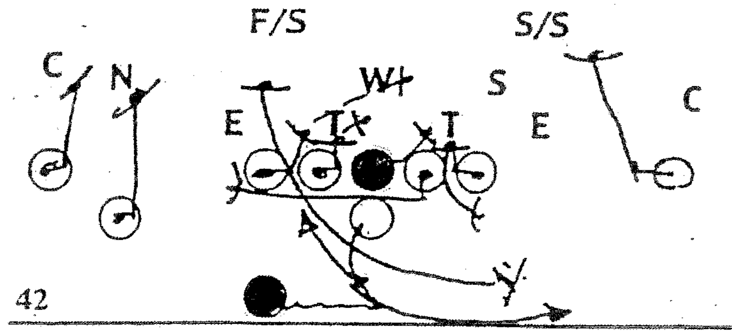
42 Over Solid



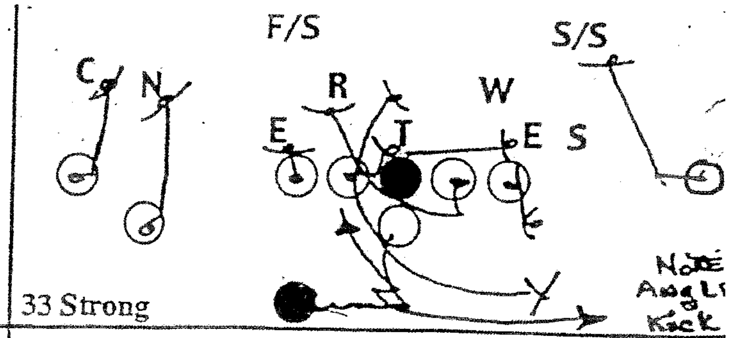


42 Under Solid

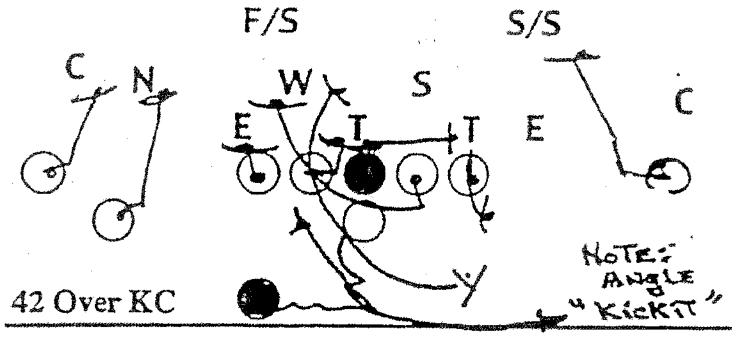
SAME 99/88 STUTTER vs NICKEL



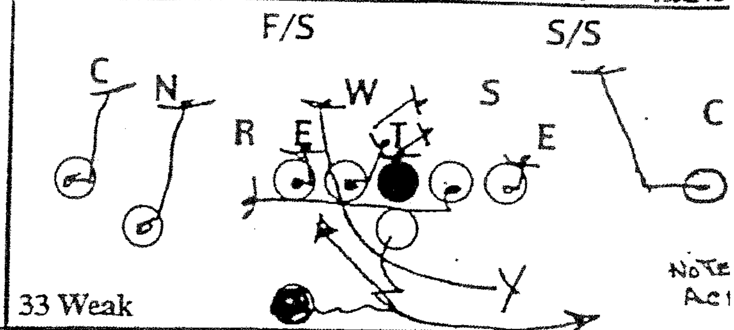
42



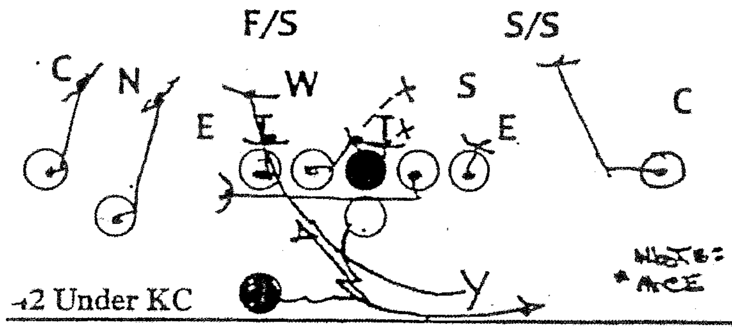
33 Strong



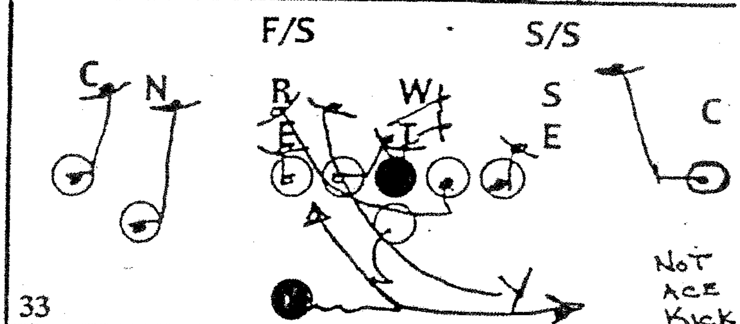
42 Over KC



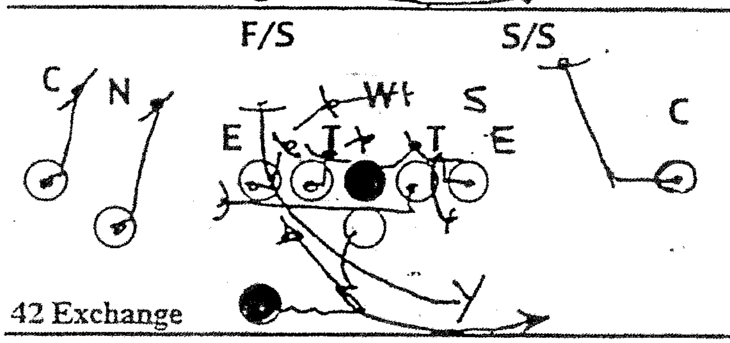
33 Weak



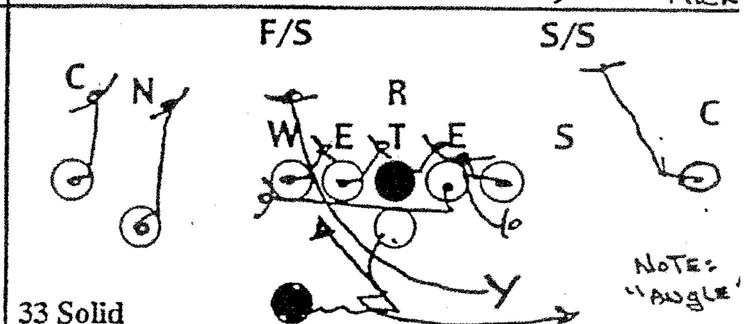
42 Under KC



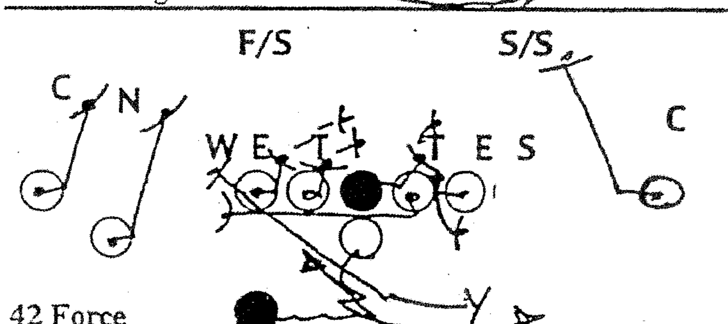
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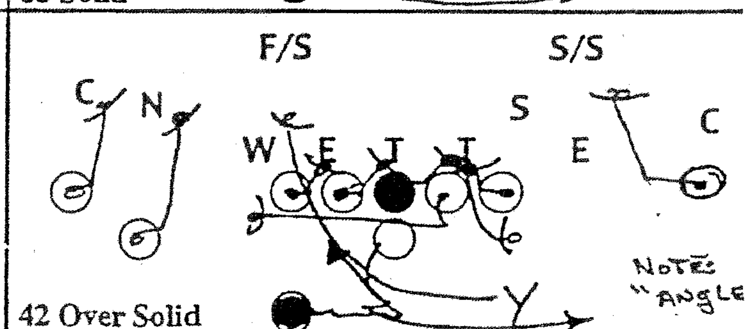
42 Exchange



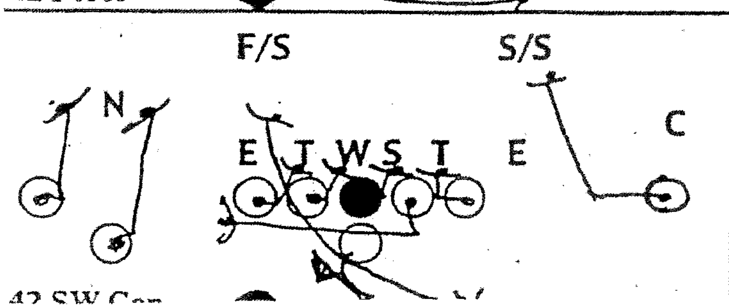
33 Solid



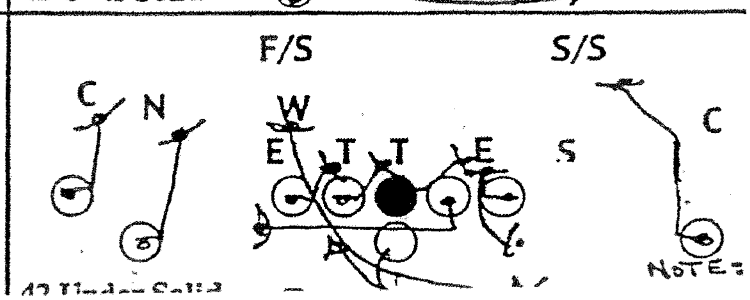
42 Force



42 Over Solid

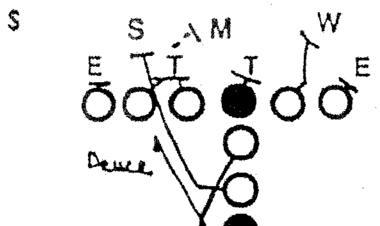


42 SW Con

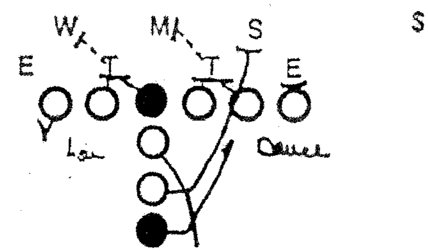


42 Under Solid

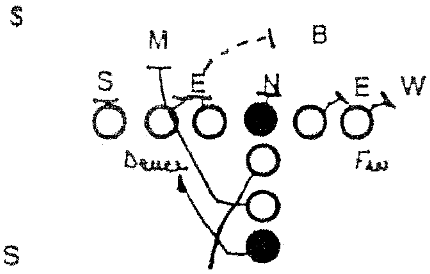
22-23 Delta



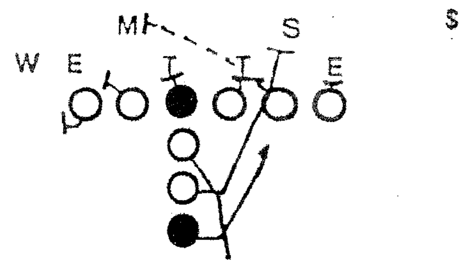
43 OV STK



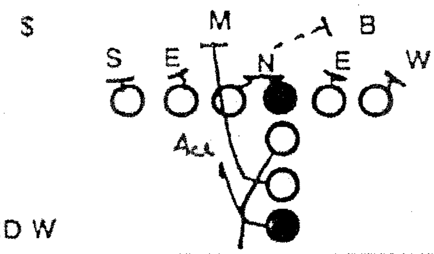
43 STK



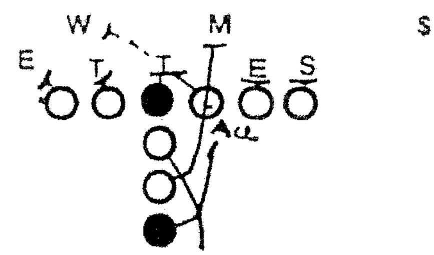
34 OV S



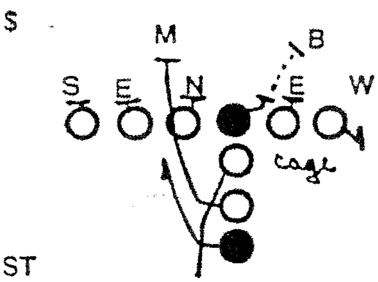
43 OV S



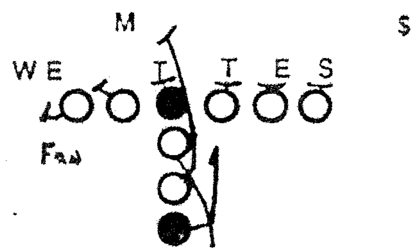
34 UND W



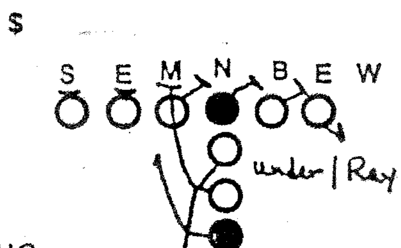
43 UND W



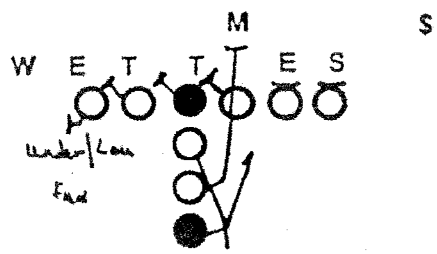
34 SLIDE ST



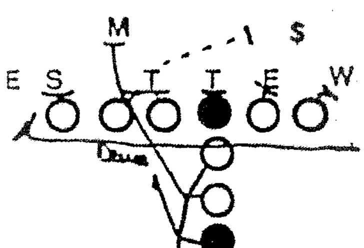
43 OV



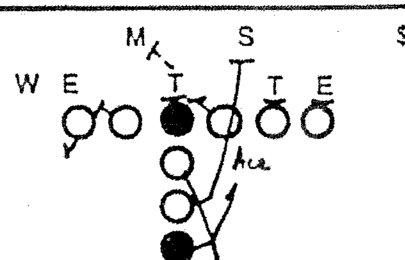
34 DBL MUG



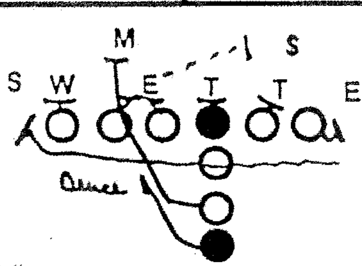
43 UND



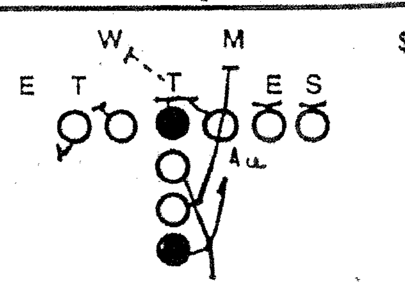
43 OV RAM



43 OV KC

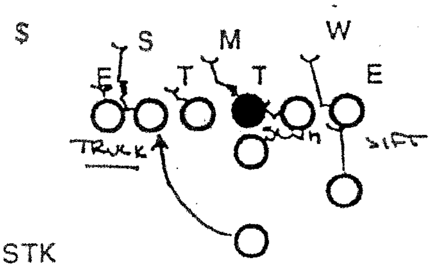


43 UND RAM

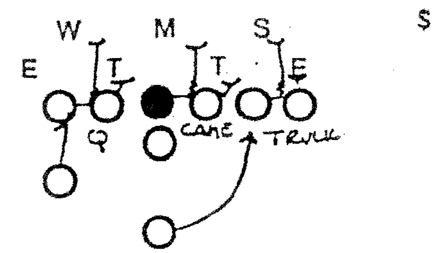


43 UND KC

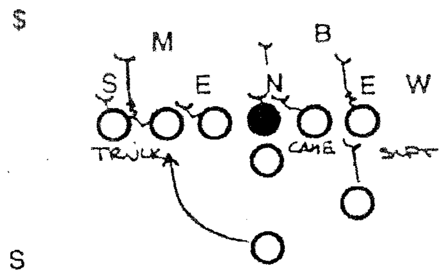
24-25 BELLY



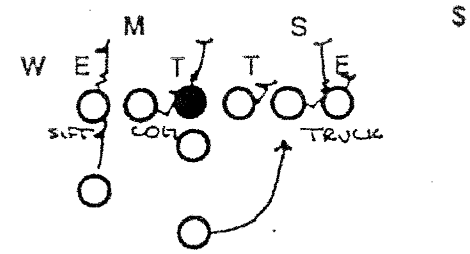
43 OV STK



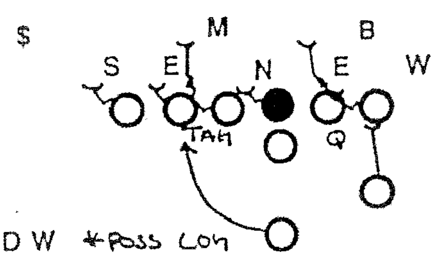
43 STK



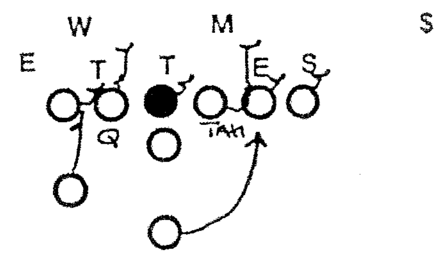
34 OV S



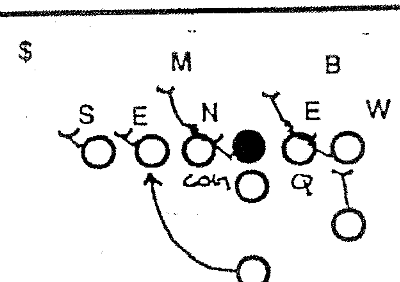
43 OV S



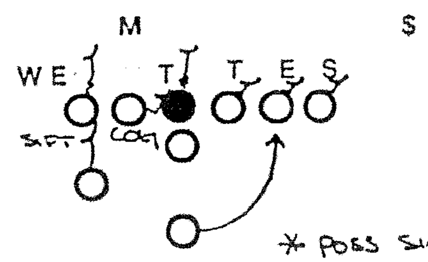
34 UND W *POSS COM



43 UND W

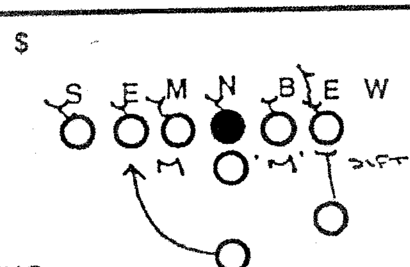


34 SLIDE ST

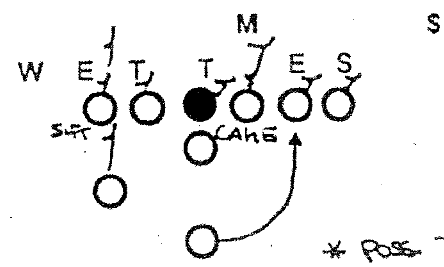


43 OV

* POSS SINHAL

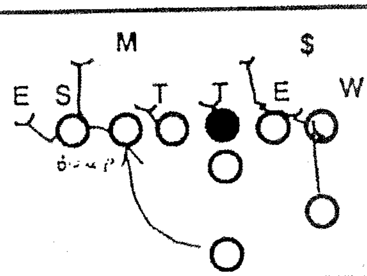


34 DBL MUG

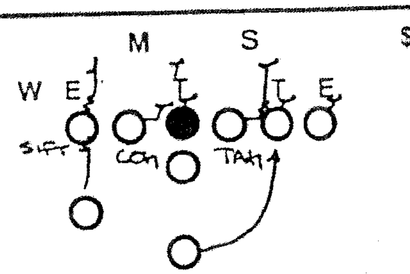


43 UND

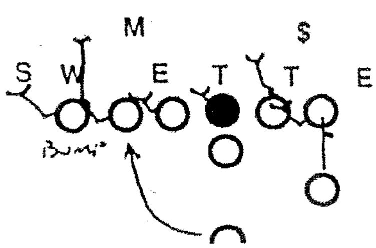
* POSS TAM

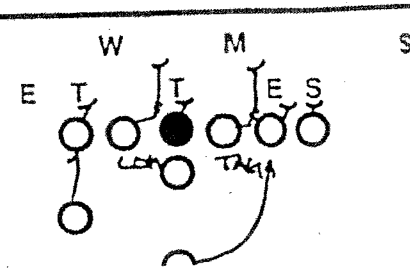


43 OV RAM

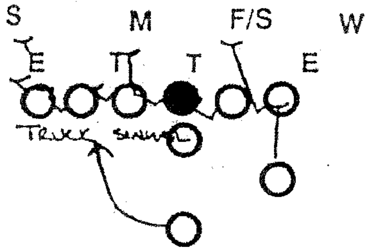


43 OV KC

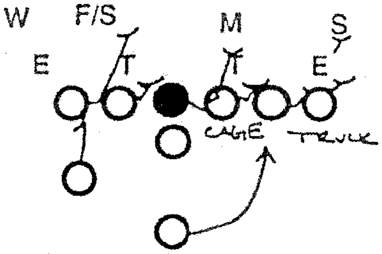




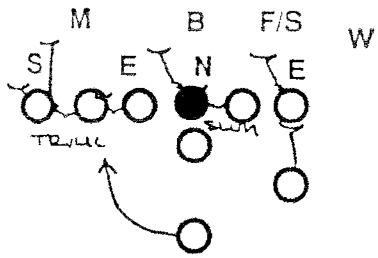
24-25 BELLY



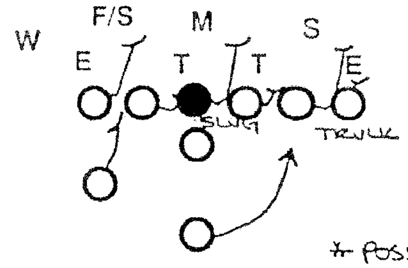
43 OV STK



43 STK

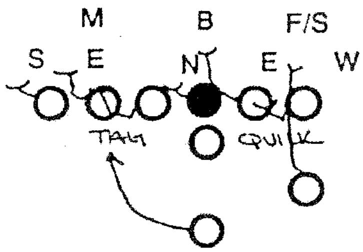


34 OV S

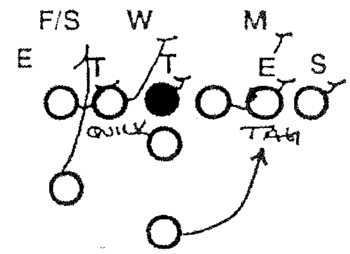


43 OV S

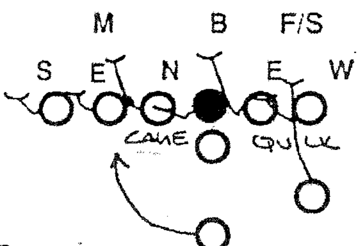
* POSS SINGAL



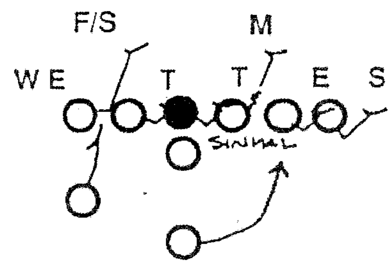
34 UND W



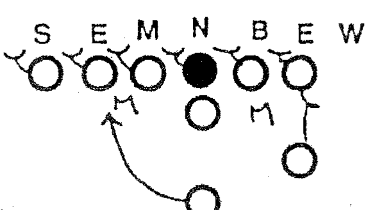
43 UND W



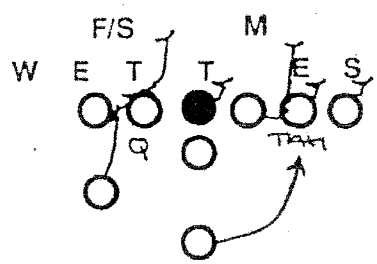
34 SLIDE ST



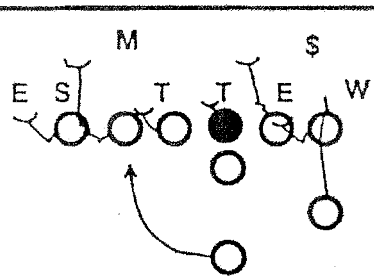
43 OV WIDE



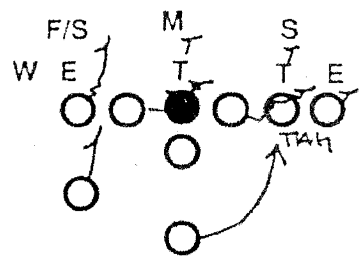
34 DBL MUG



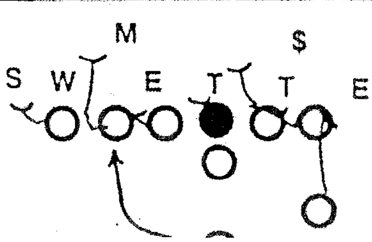
43 UND

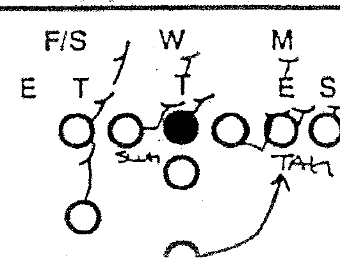


43 OV RAM



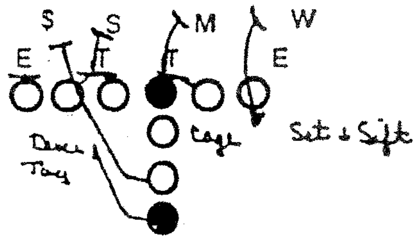
43 OV KC



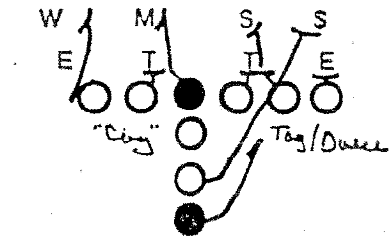


EXTRA'S

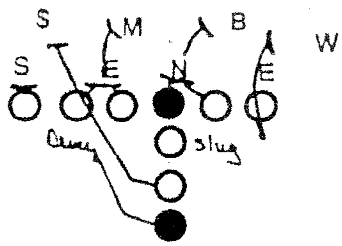
22-23 Delta



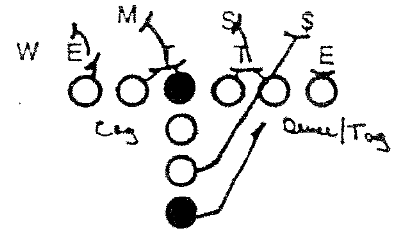
43 OV STK



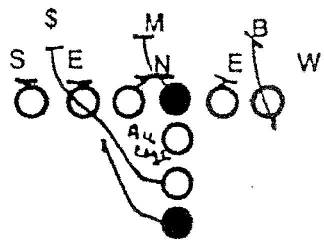
43 STK



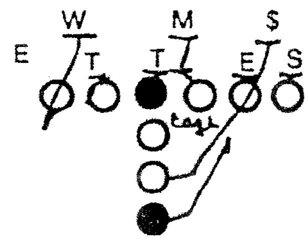
34 OV S



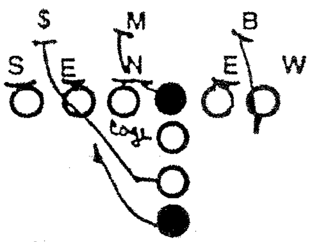
43 OV S



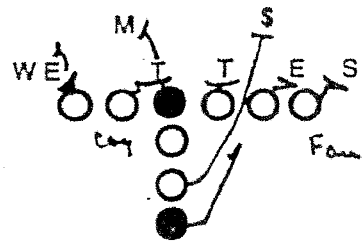
34 UND W



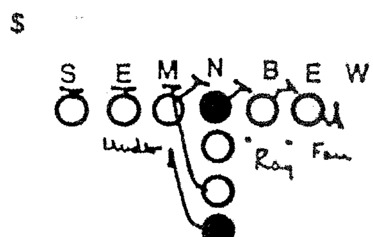
43 UND W



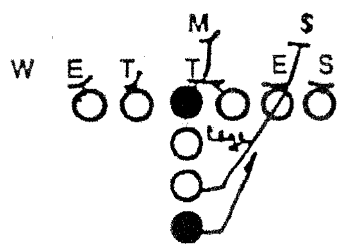
34 SLIDE ST



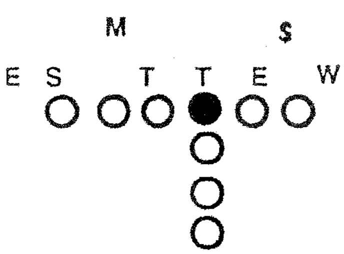
43 OV WIDE



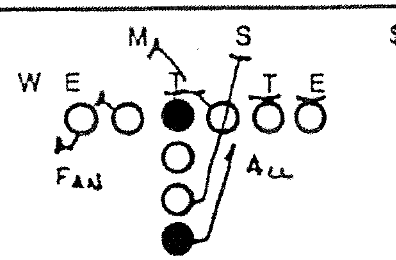
34 DBL MUG



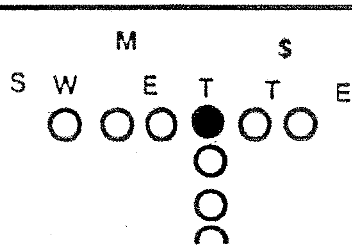
43 UND

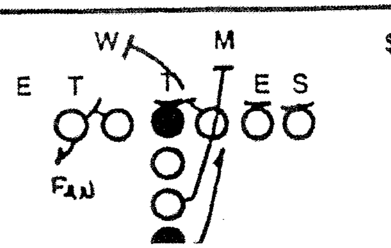


43 OV RAM

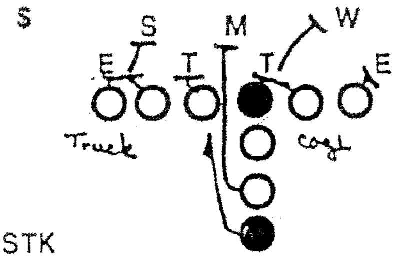


43 OV KC

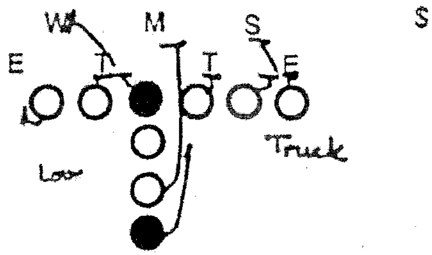




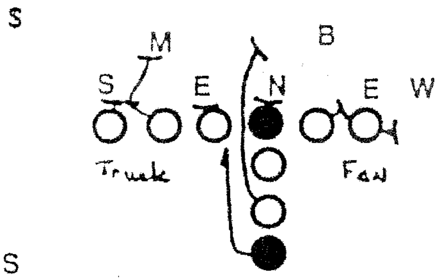
ZZ-ZS ISO



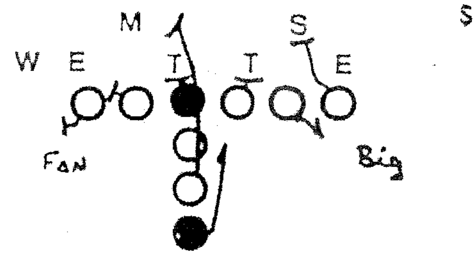
43 OV STK



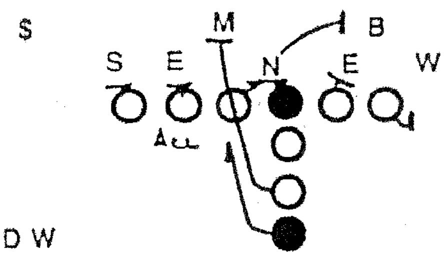
43 STK



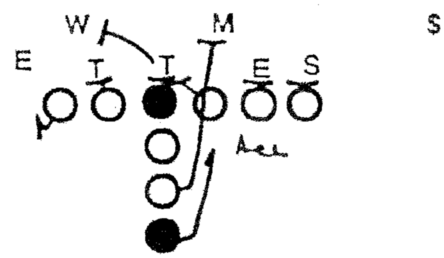
34 OV S



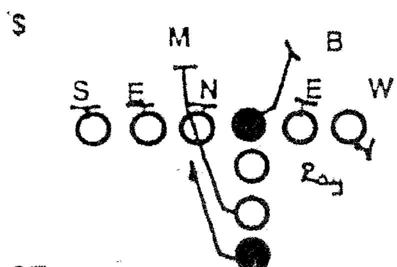
43 OV S



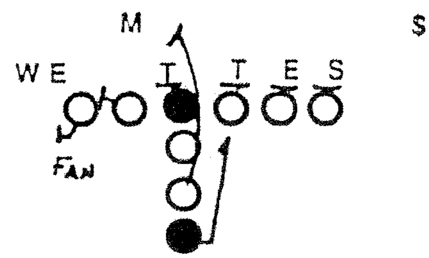
34 UND W



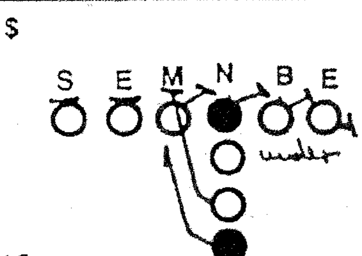
43 UND W



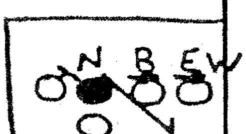
34 SLIDE ST

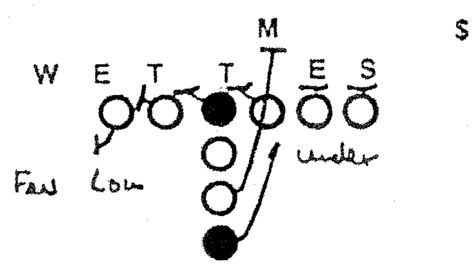


43 OV

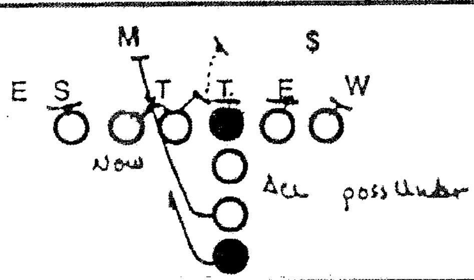


34 DBL MUG

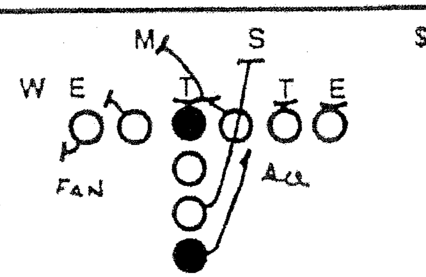




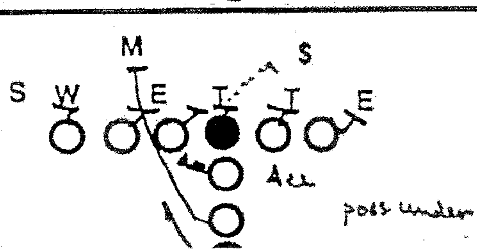
43 UND

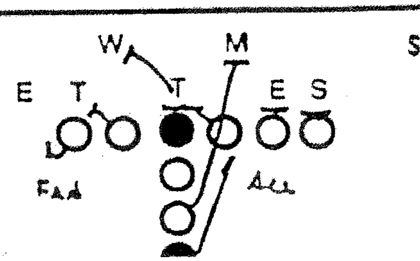


43 OV RAM

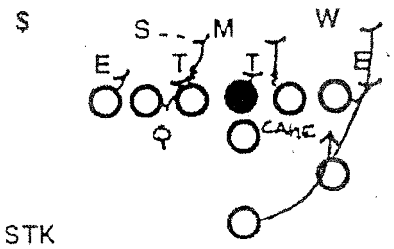


43 OV KC

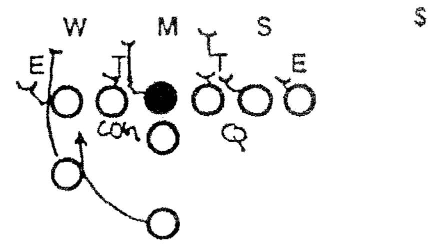




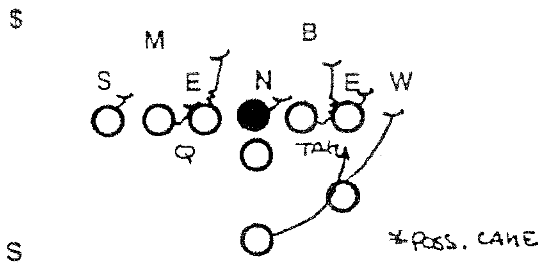
25-24 SLANT



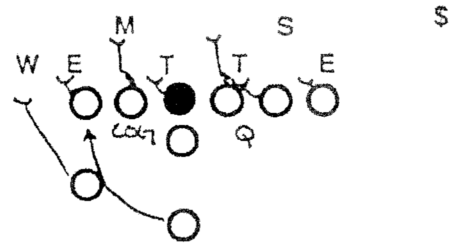
43 OV STK



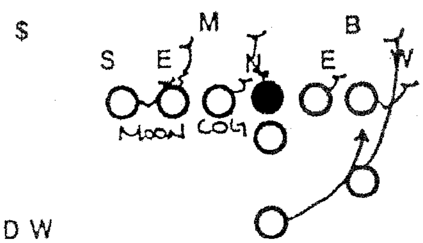
43 STK



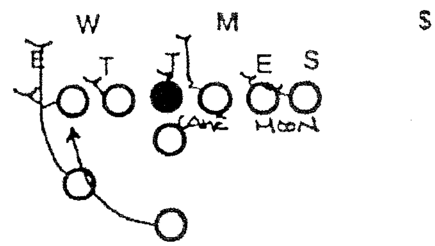
34 OV S



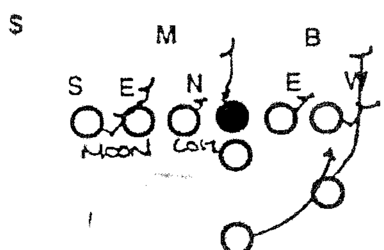
43 OV S



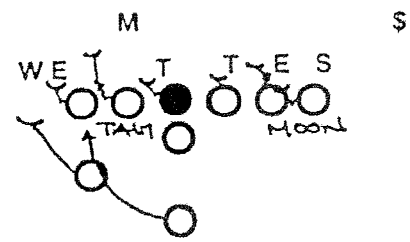
34 UND W



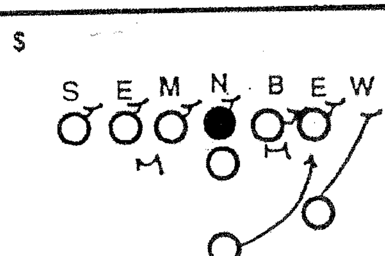
43 UND W



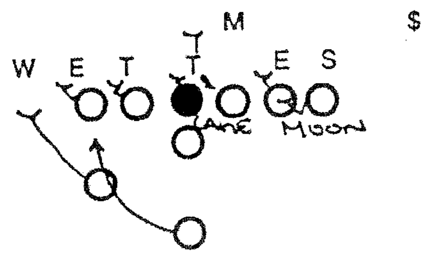
34 SLIDE ST



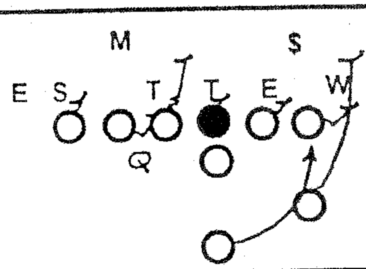
43 OV



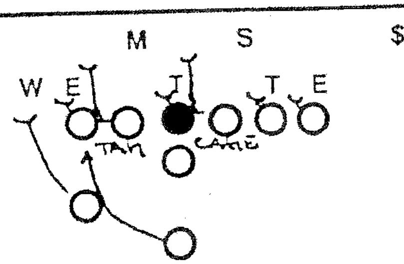
34 DBL MUG



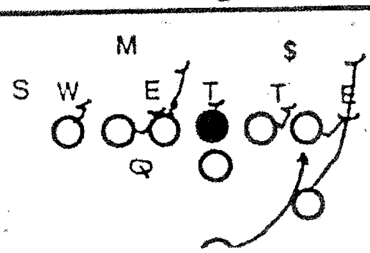
43 UND

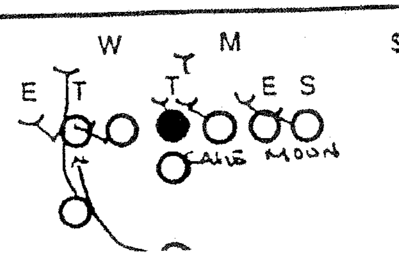


43 OV RAM



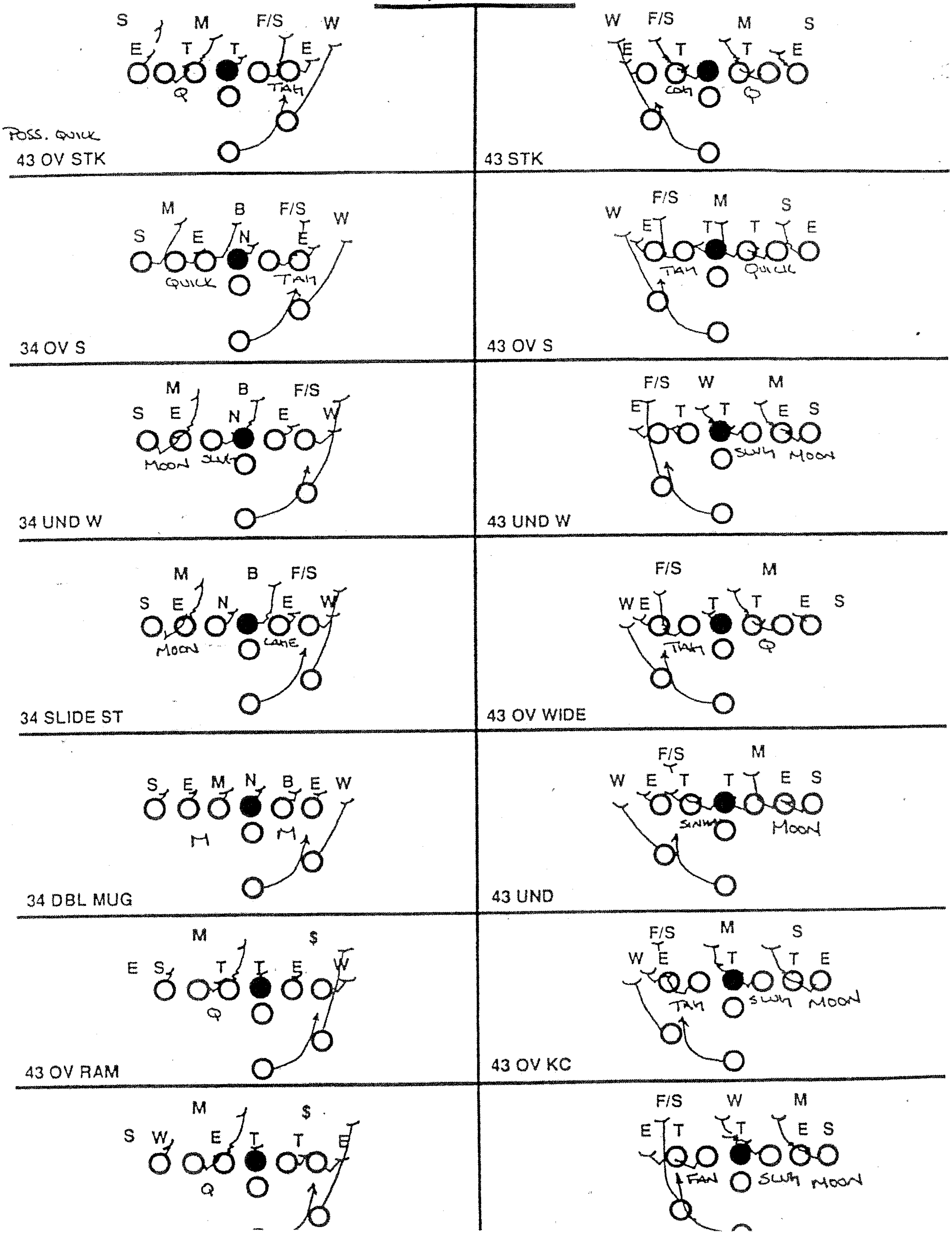
43 OV KC



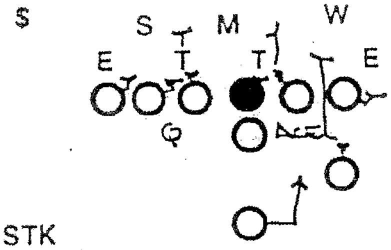


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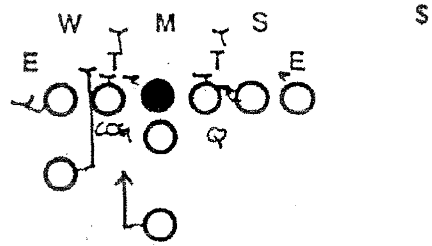
25 - 24 SLANT



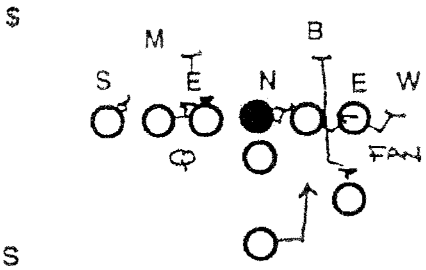
24-25 D...



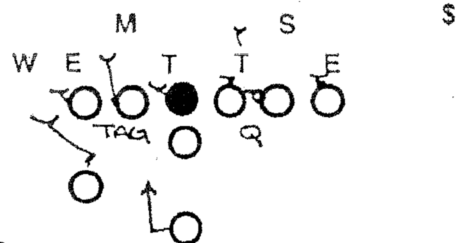
43 OV STK



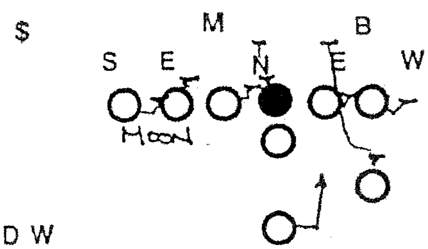
43 STK



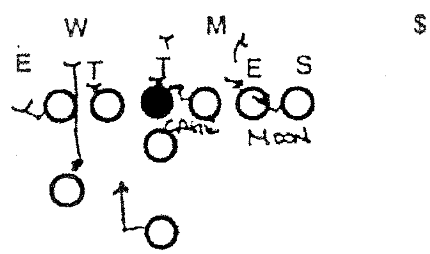
34 OV S



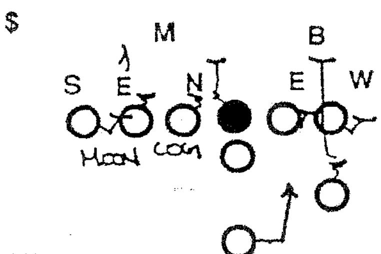
43 OV S *POSS CAG



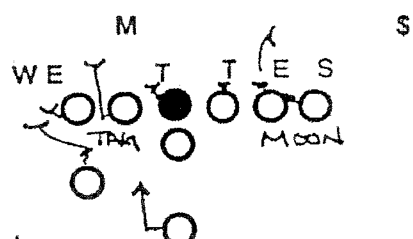
34 UND W



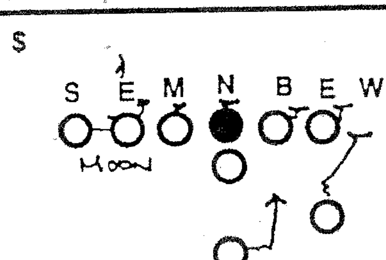
43 UND W



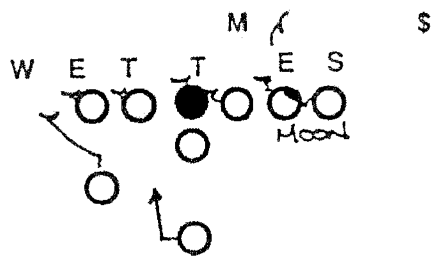
34 SLIDE ST



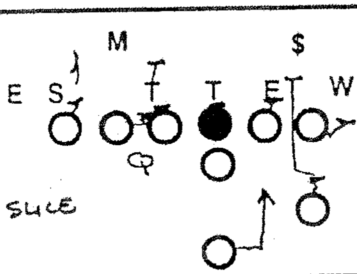
43 OV *Poss Cag



34 DBL MUG

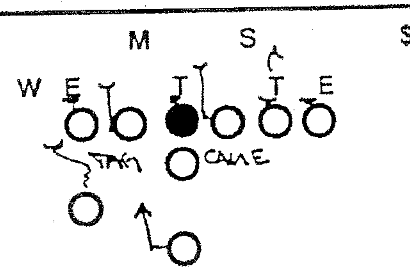


43 UND

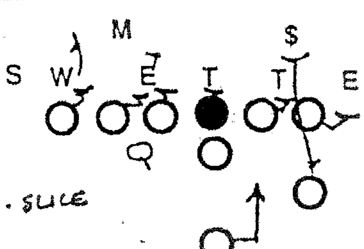


*POSS SLICE

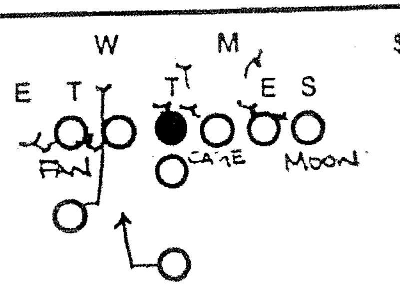
43 OV RAM



43 OV KC

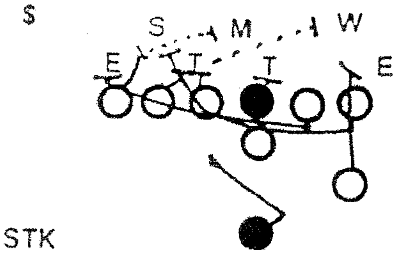


43 UND RAM

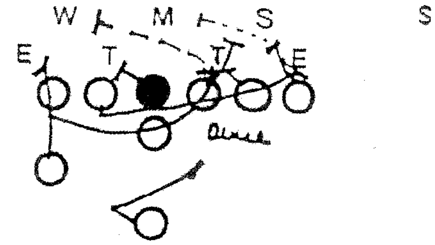


43 UND KC

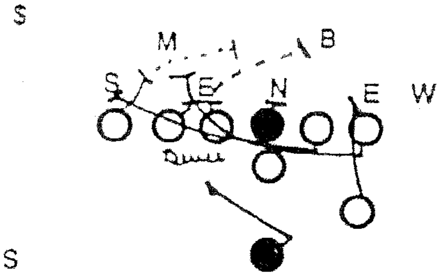
46-21 Counter



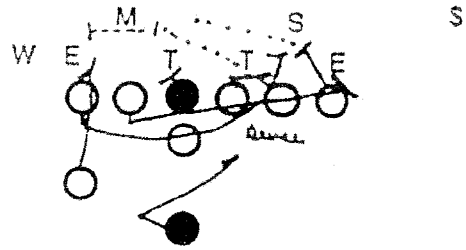
43 OV STK



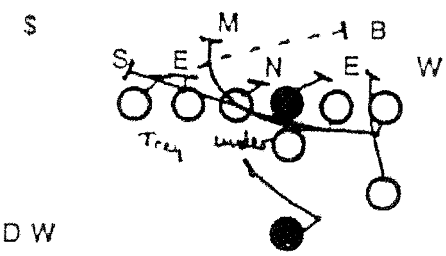
43 STK



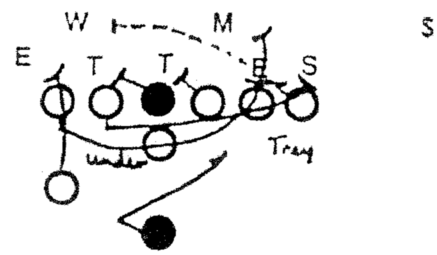
34 OV S



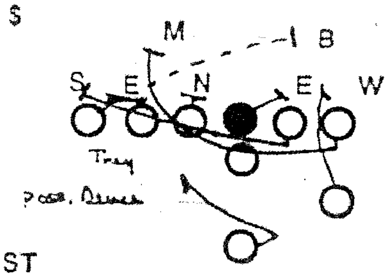
43 OV S



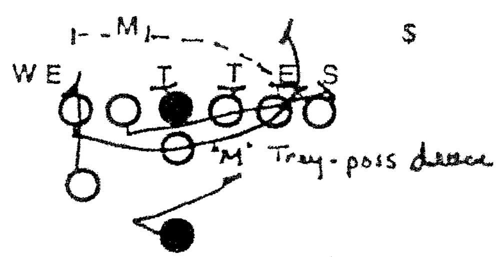
34 UND W



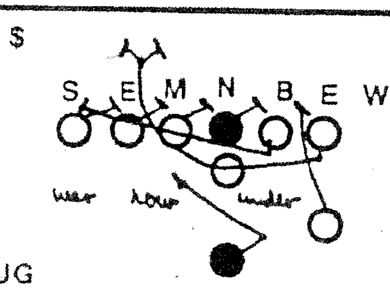
43 UND W



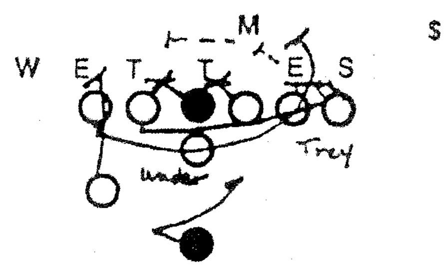
34 SLIDE ST



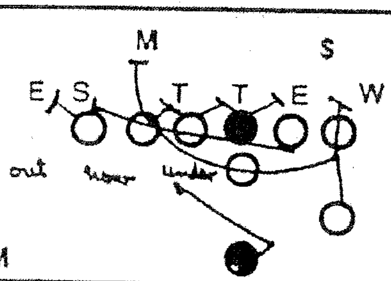
43 OV



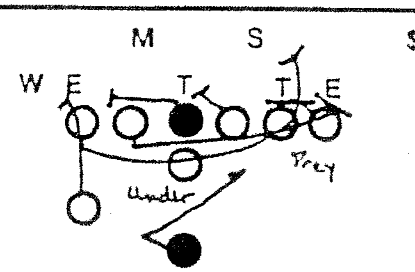
34 DBL MUG



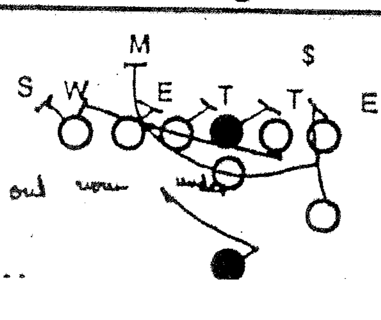
43 UND

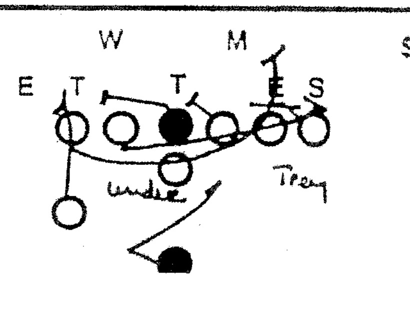


43 OV RAM



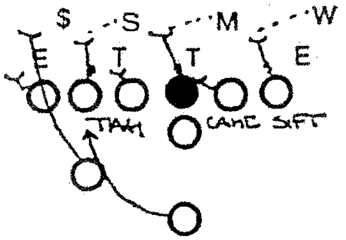
43 OV KC



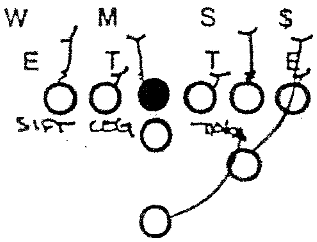


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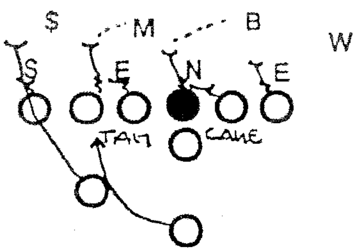
24|25 BELLY BOSS



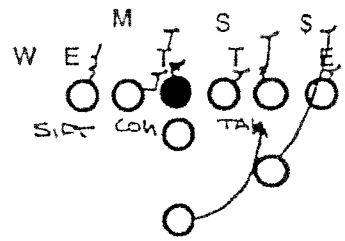
43 OV STK



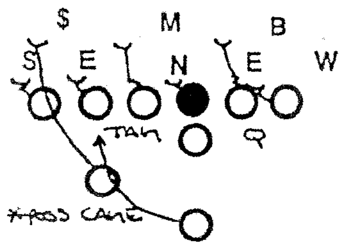
43 STK



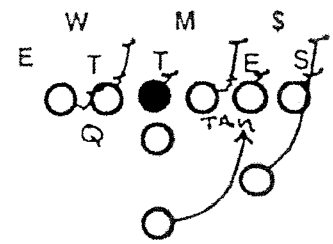
34 OV S



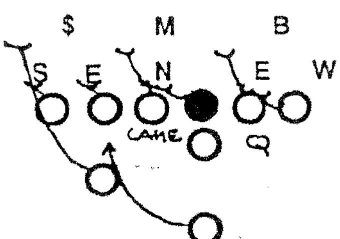
43 OV S



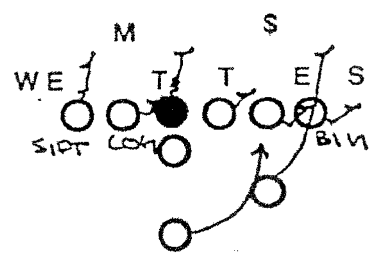
34 UND W



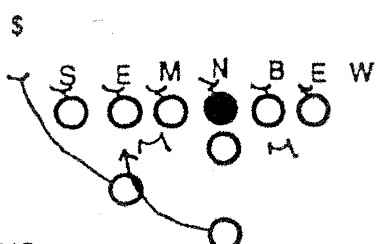
43 UND W



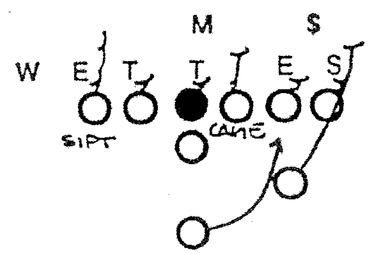
34 SLIDE ST



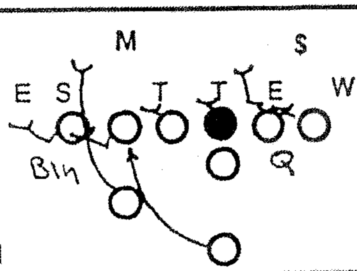
43 OV WIDE



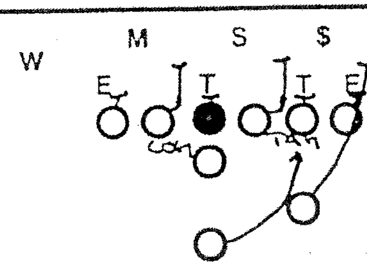
34 DBL MUG



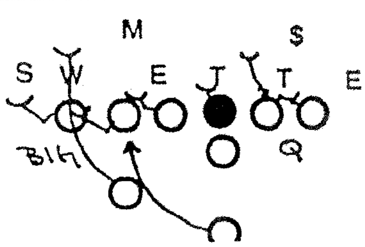
43 UND

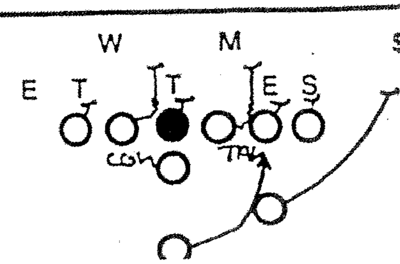


43 OV RAM

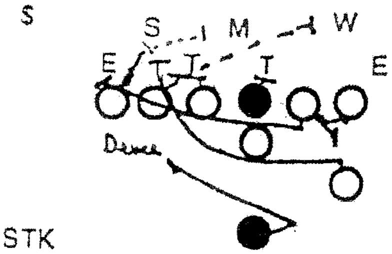


43 OV KC

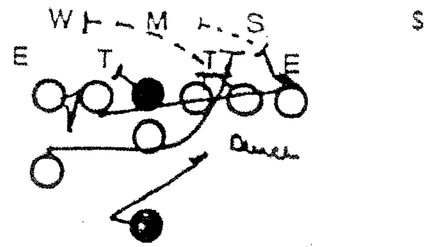




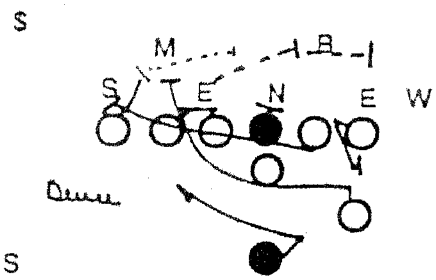
Hay 26-27 Counter



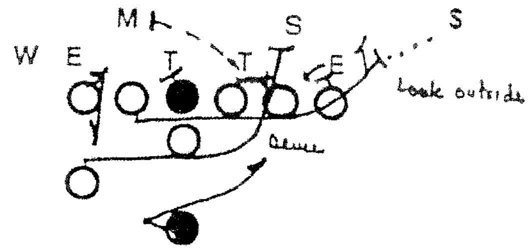
43 OV STK



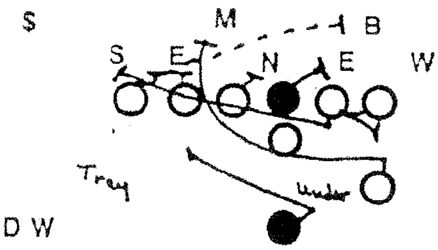
43 STK



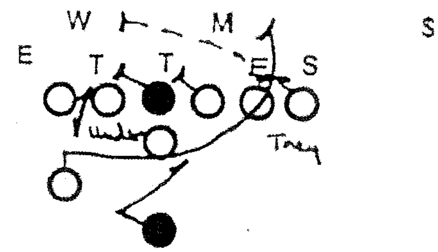
34 OV S



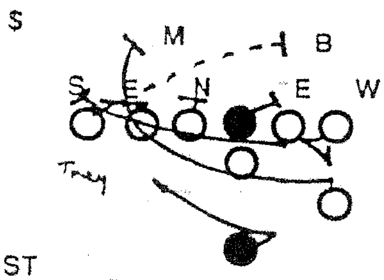
43 OV S



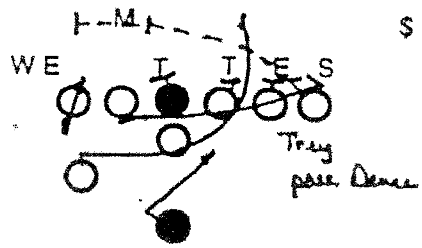
34 UND W



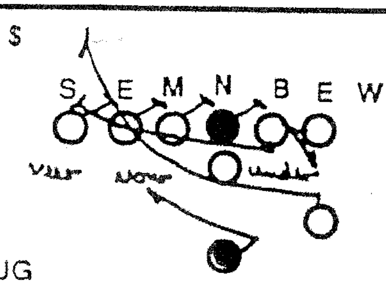
43 UND W



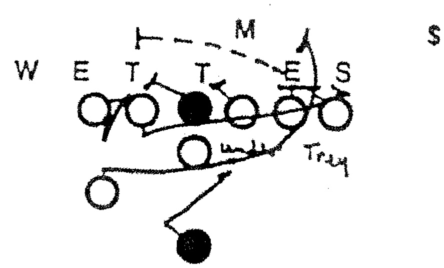
34 SLIDE ST



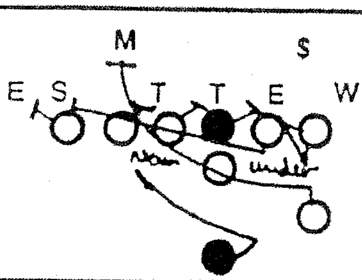
43 OV



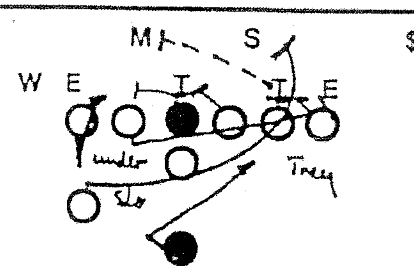
34 DBL MUG



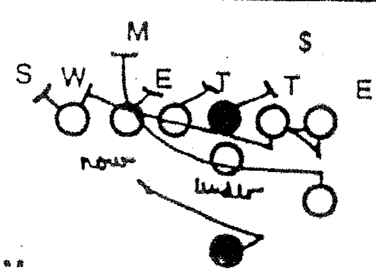
43 UND



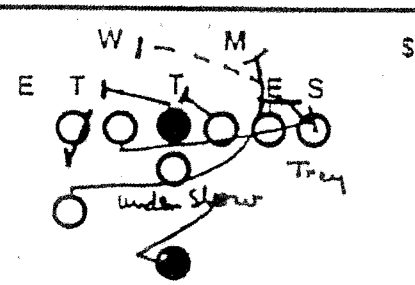
43 OV RAM



43 OV KC

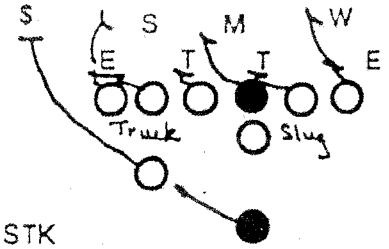


43 UND RAM

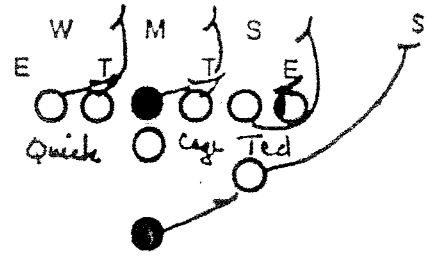


43 UND KC

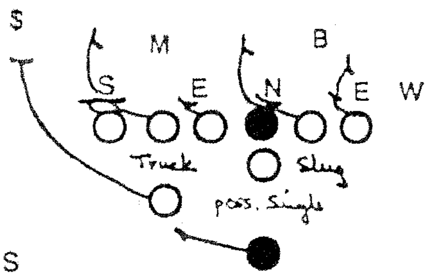
28-29 Outside



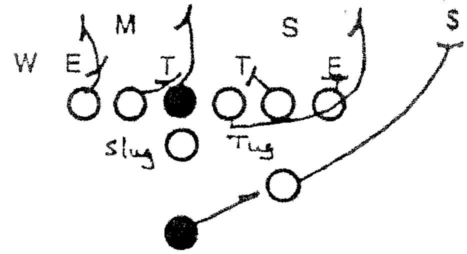
43 OV STK



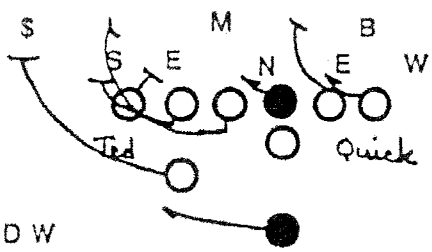
43 STK



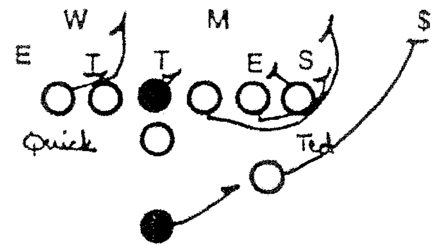
34 OV S



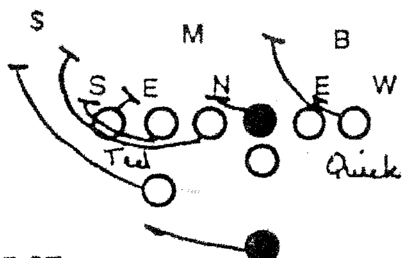
43 OV S



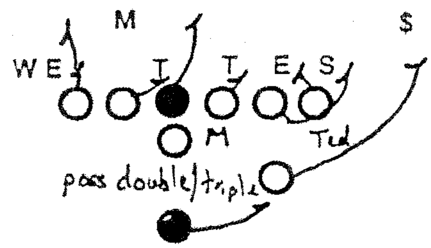
34 UND W



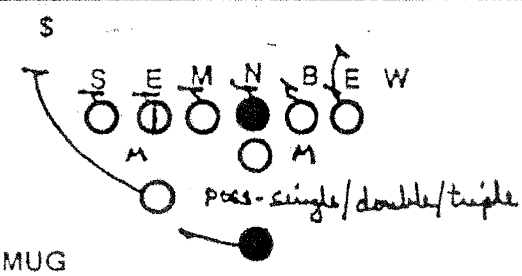
43 UND W



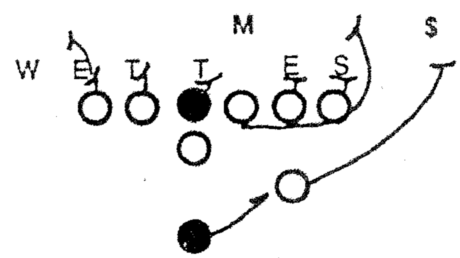
34 SLIDE ST



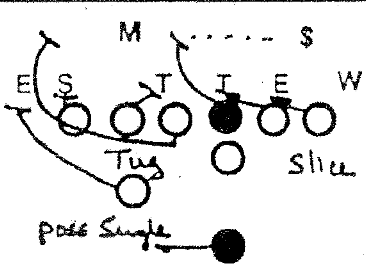
43 OV



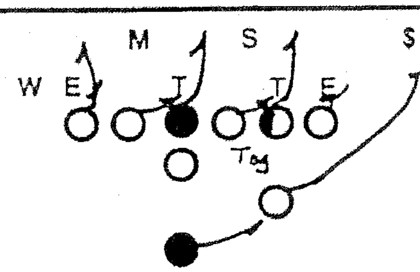
34 DBL MUG



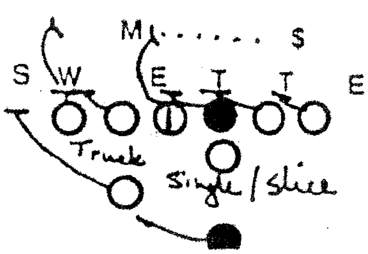
43 UND

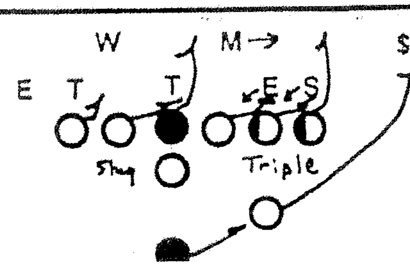


43 OV RAM

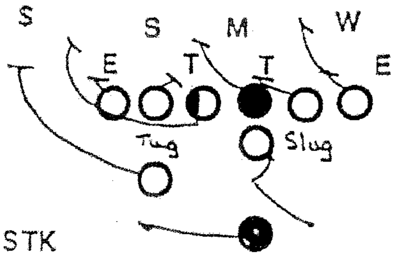


43 OV KC

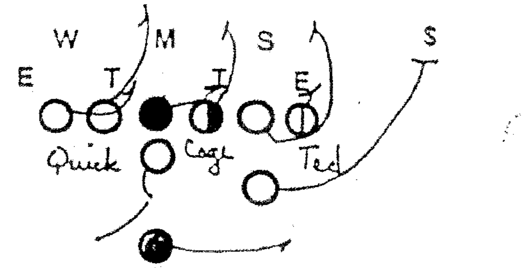




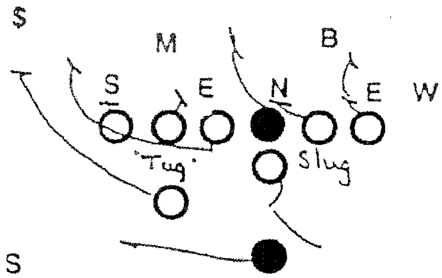
28-24 Pitch



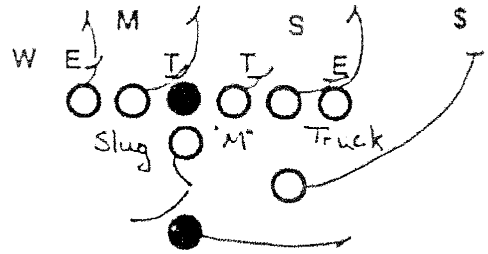
43 OV STK



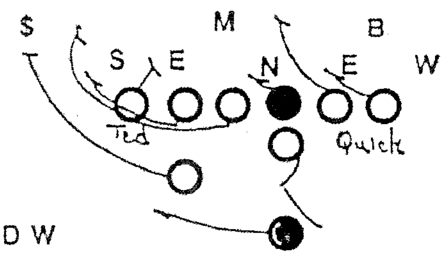
43 STK



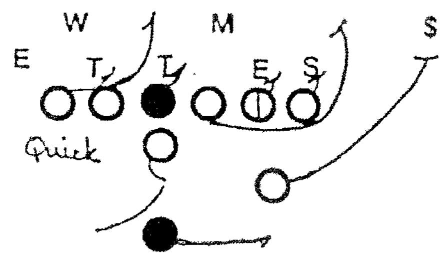
34 OV S



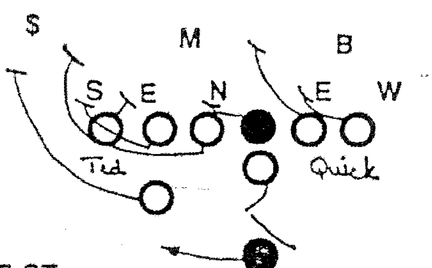
43 OV S



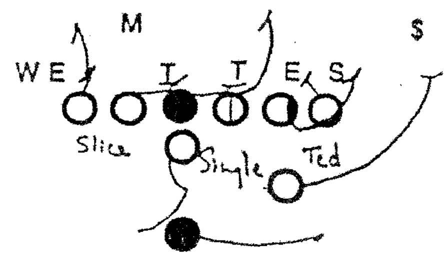
34 UND W



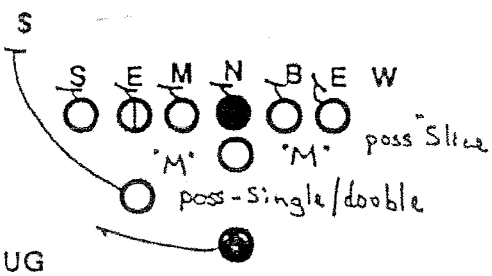
43 UND W



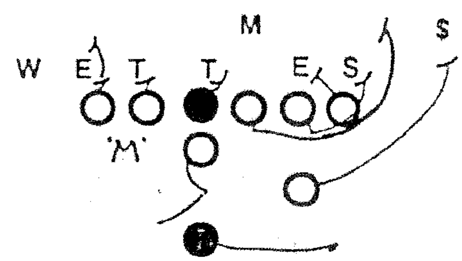
34 SLIDE ST



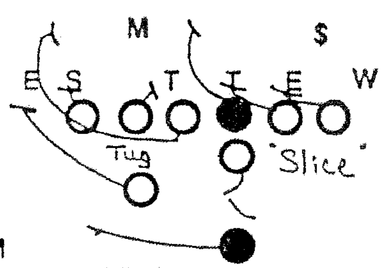
43 OV



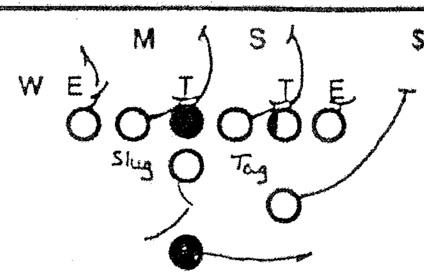
34 DBL MUG



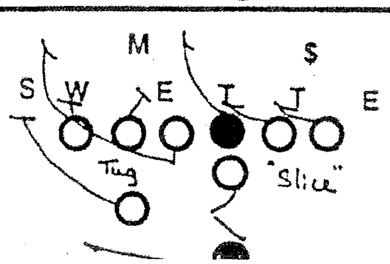
43 UND

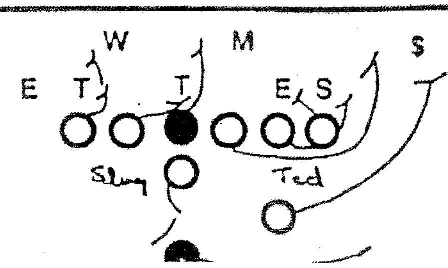


43 OV RAM

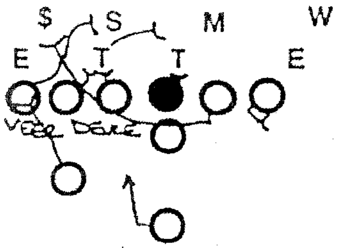


43 OV KC

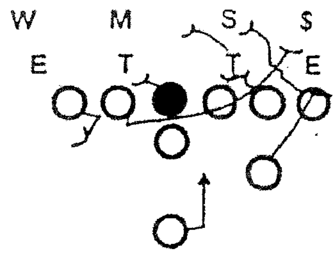




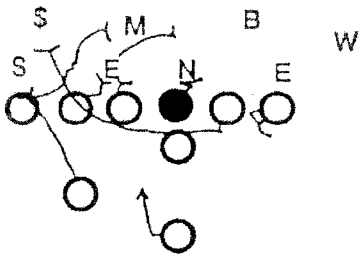
26 - 27 POWER



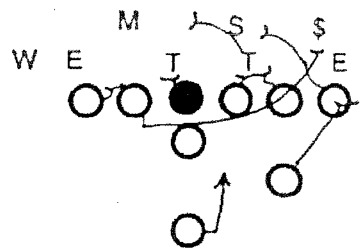
43 OV STK



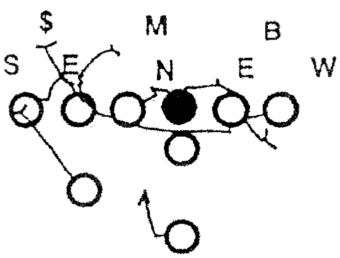
43 STK



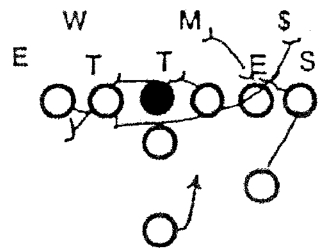
34 OV S



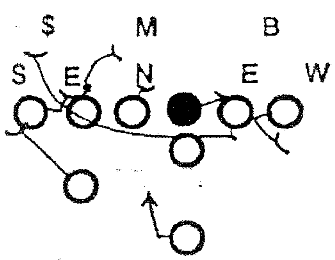
43 OV S



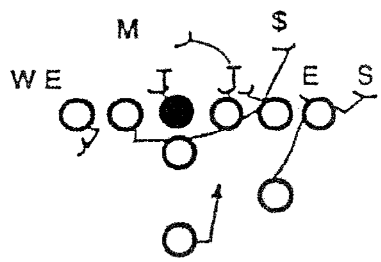
34 UND W



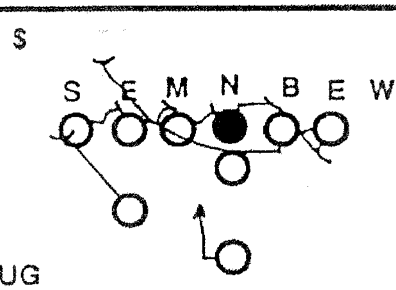
43 UND W



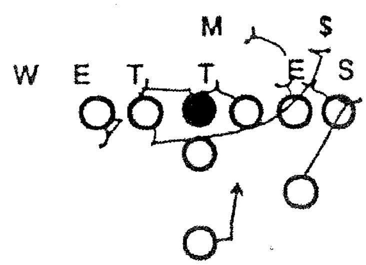
34 SLIDE ST



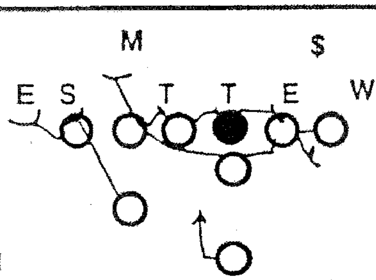
43 OV WIDE



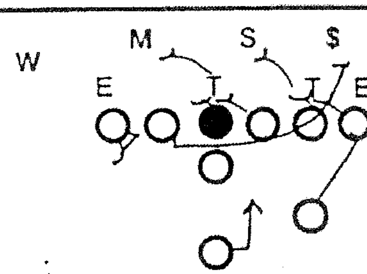
34 DBL MUG



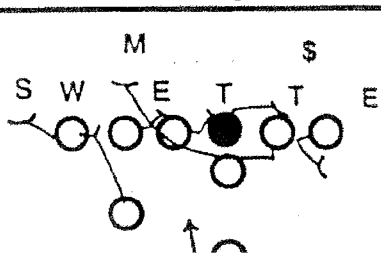
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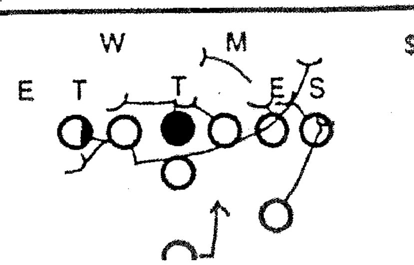


43 OV RAM

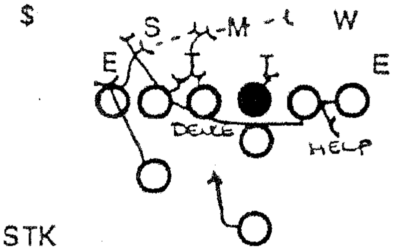


43 OV KC

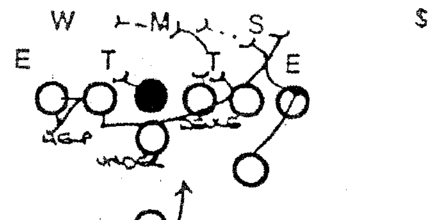




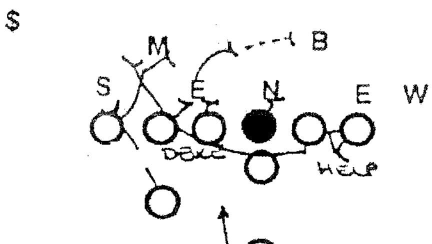
[illegible] 27 POWER



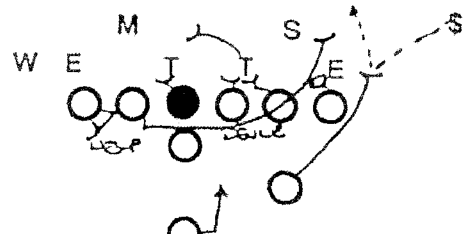
43 OV STK



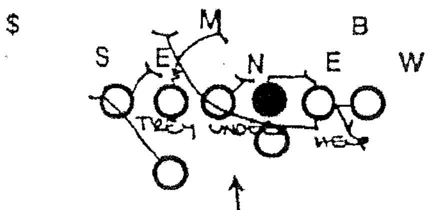
43 STK



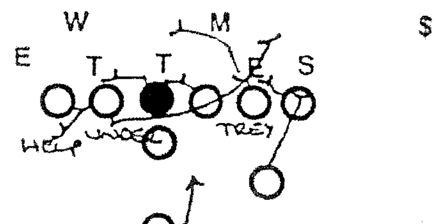
34 OV S



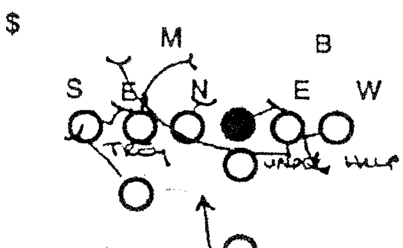
43 OV S



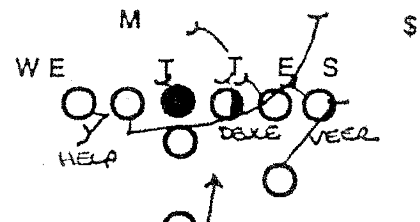
34 UND W



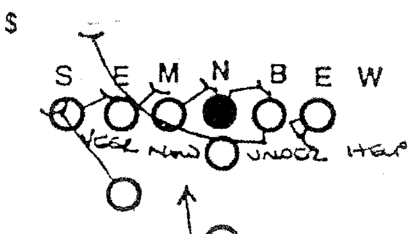
43 UND W



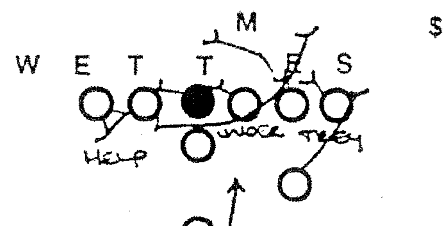
34 SLIDE ST



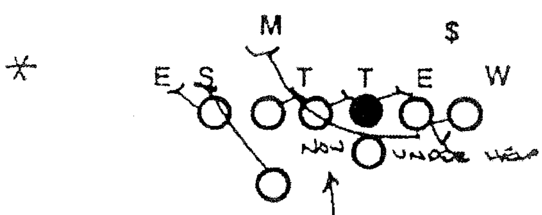
43 OV



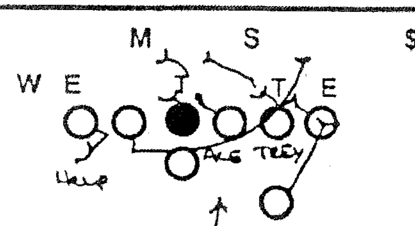
34 DBL MUG



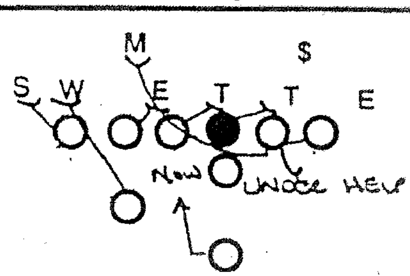
43 UND

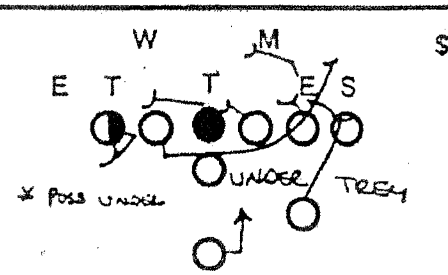


43 OV RAM



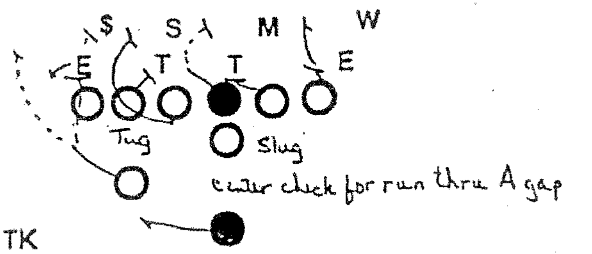
43 OV KC



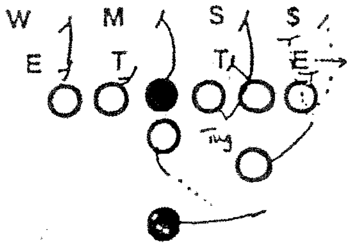


EXTRA'S

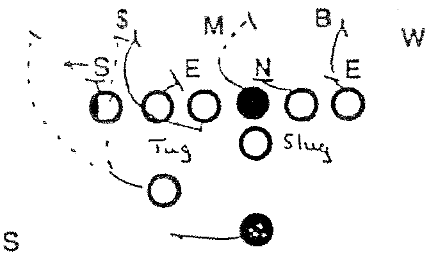
28-29 Pitch



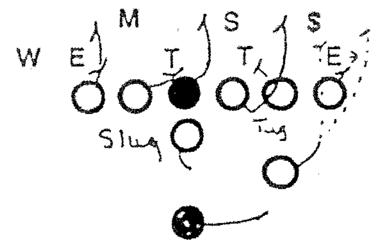
43 OV STK



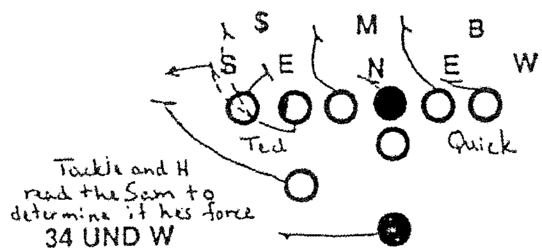
43 STK



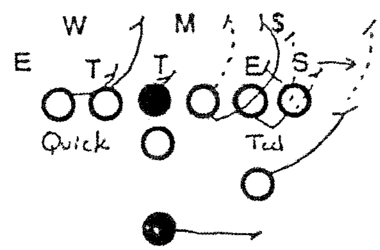
34 OV S



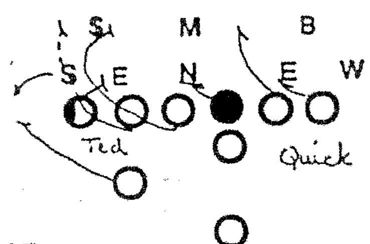
43 OV S



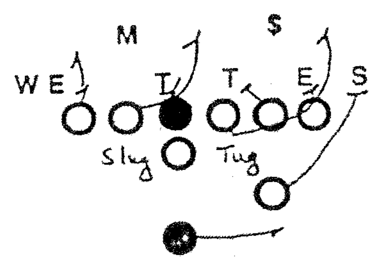
34 UND W



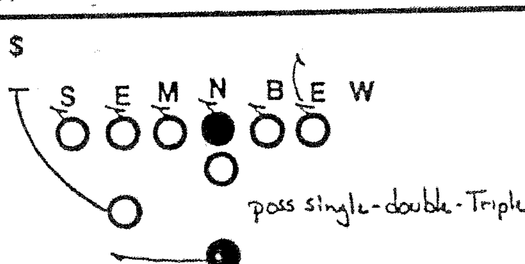
43 UND W



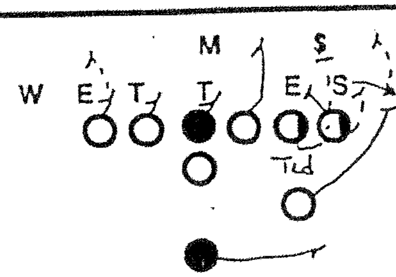
34 SLIDE ST



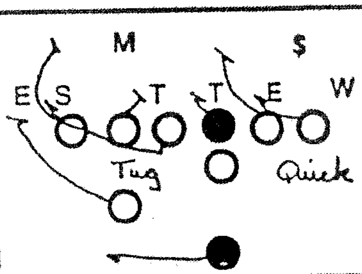
43 OV WIDE



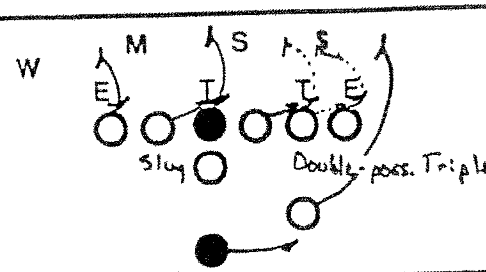
34 DBL MUG



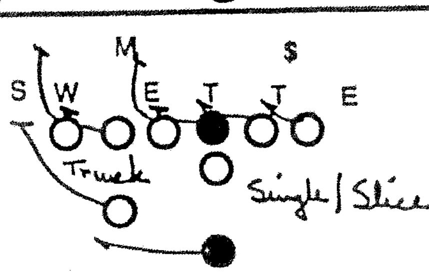
43 UND

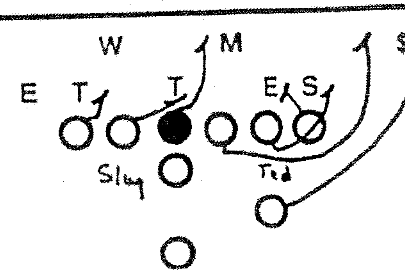


43 OV RAM



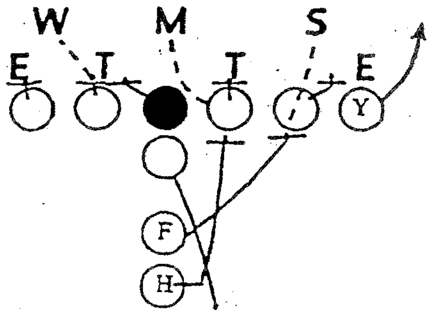
43 OV KC





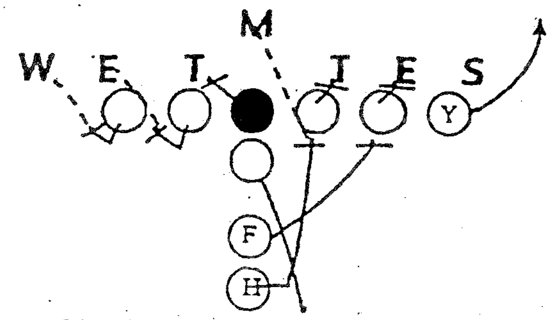
PROTECTIONS – PLAY ACTION

LEO W



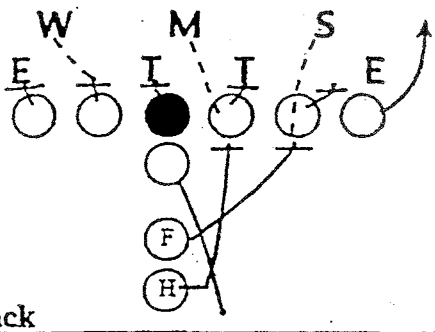
4-3 Stack

LAWN M



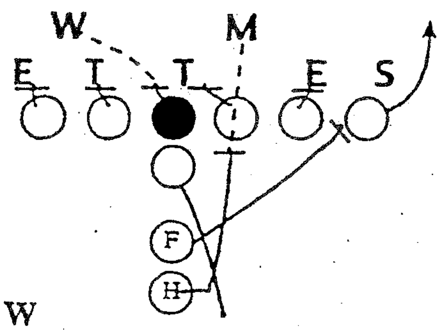
4-3

DRAG FAN W



4-3 Over Stack

LEO W



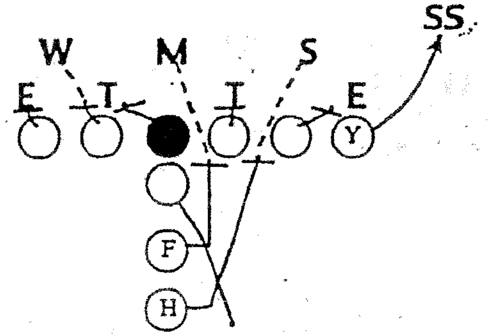
4-3 Under W

DESCRIPTION:		
ACT 4/5 IS A TWO BACK PLAY ACTION PASS PRIMARILY USED WITH THE 7 STEP DROP PASSING GAME. ONSIDE WE WANT TO SELL THE RUN BY BLOCKING AND FAKING AS AGGRESSIVELY AS WE CAN. THE F IS RESPONSIBLE FOR THE SAM AND THE H HAS THE MIKE. THE OFFENSIVE LINE PROTECTS THE SAME AS ACE. TURN AWAY FROM THE PLAYSIDE CALL. WEAKSIDE BLITZ ACCOUNTED FOR BY OFFENSIVE LINE.	QB	USUALLY 7 STEP DROP OFF OF DELIBERATE ISO FAKE. S.A. WEAKSIDE SECONDARY BLITZ.
	F	PLAY FAKE - CHECK SAM.
	H	PLAY FAKE - CHECK MIKE.

BACKSIDE		FRONTSIDE
	C	BLOCK #1 WEAK. ALERT ROCKO OR LEO. RAKE/ LAWN. OVER DEFENSE BLOCK MAN. VS BEAR DBL BLOW ALERT FIRE CALL.
BLOCK #2. ALERT TO HELP FROM CENTER. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	G	IF UNCOVERED BLOCK #0, UNLESS FAN CALL FROM TACKLE VS OVER K.C. IF COVERED, BLOCK #1. ALERT "HARD" CALL VS MIKE MUG WHEN COVERED.
BLOCK #3. ALERT TO HELP FROM GUARD. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	T	BLOCK DE. FAN VS OVER K.C. ALERT ANGLE CALL VS DE INSIDE.
	Y	RELEASE INTO ROUTE. BEAR DEFENSE BLOCK YOUR WAY OUT.

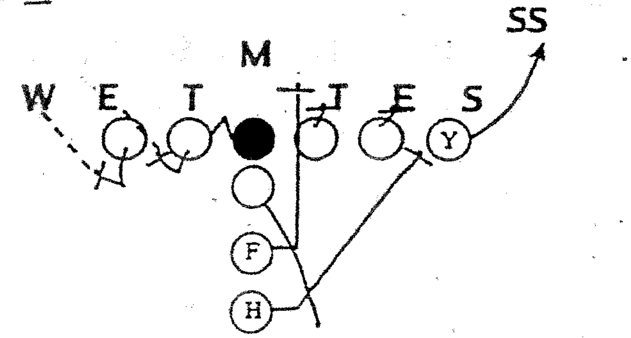
PROTECTION: ACT 6/7 — PLAY ACTION TURN

LEO W



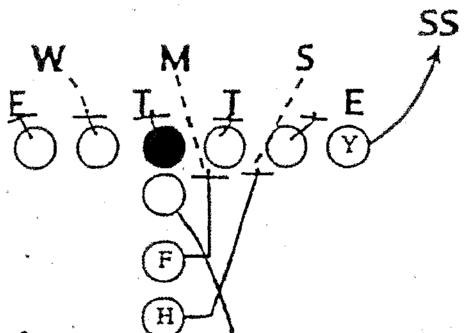
4-3 Stack

LAWN W



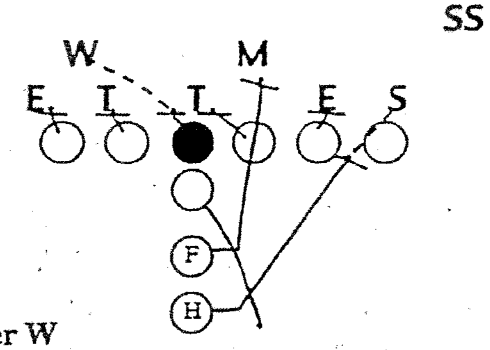
4-3

DRAG FAN W



4-3 Over Stack

LEO W

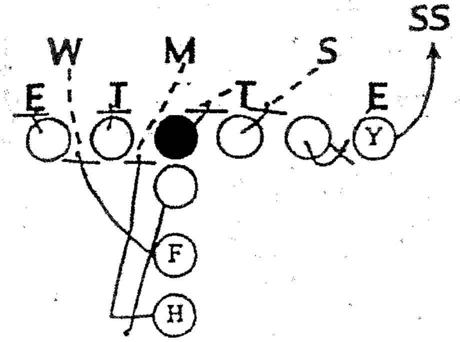


4-3 Under W

DESCRIPTION:		
ACT 6/7 IS A TWO BACK PLAY ACTION PASS PRIMARILY USED WITH THE 7 STEP DROP PASSING GAME ONSIDE WE WANT TO SELL THE RUN BY BLOCKING AND FAKING AS AGGRESSIVELY AS WE CAN. THE F IS RESPONSIBLE FOR THE MIKE, AND THE H HAS THE SAM. THE OFFENSIVE LINE PROTECTS THE SAME AS ACE TURNING AWAY FROM THE PLAYSIDE CALL. WEAKSIDE BLITZ ACCOUNTED FOR BY OFFENSIVE LINE..	QB	USUALLY 7 STEP DROP. DELIBERATE ISO FAKE. S.A. WEAKSIDE SECONDARY BLITZ.
	F	PLAY FAKE - CHECK MIKE. VS SOLID BLOCK ACT 4/5.
	H	GOOD PLAY FAKE - CHECK SAM TO SS. VS SOLID BLOCK ACT 4/5.

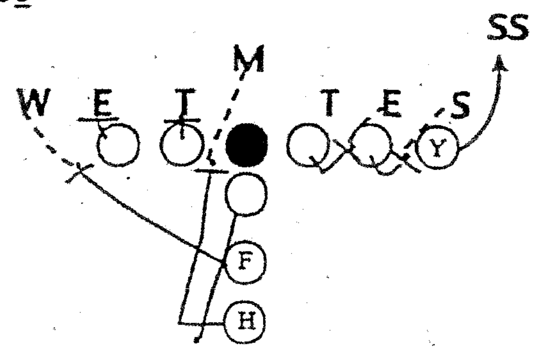
BACKSIDE		FRONTSIDE
	C	BLOCK #1 WEAK. ALERT ROCKO OR LEO. RAKE/ LAWN. OVER DEFENSE BLOCK MAN. VS BEAR DBL BLOW ALERT FIRE CALL.
BLOCK #2. ALERT TO HELP FROM CENTER. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	G	IF UNCOVERED BLOCK #0, UNLESS FAN CALL FROM TACKLE VS OVER K.C. IF COVERED, BLOCK #1. ALERT "HARD" CALL VS MIKE MUG WHEN COVERED.
BLOCK #3. ALERT TO HELP FROM GUARD. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	T	BLOCK DE. FAN VS OVER K.C. ALERT ANGLE CALL VS DE INSIDE.
	Y	RELEASE INTO ROUTE. BEAR DEFENSE BLOCK YOUR WAY OUT.

ROCKO S



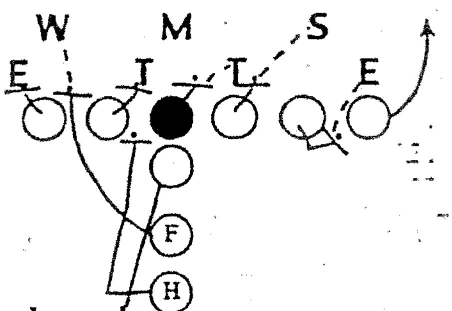
4-3 Stack

RAKE S



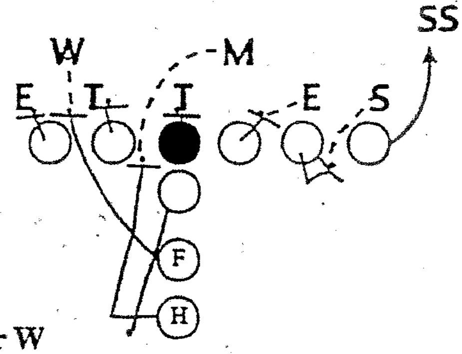
4-3

ROCKO S



4-3 Over Stack

FAN S



4-3 Under W

DESCRIPTION:

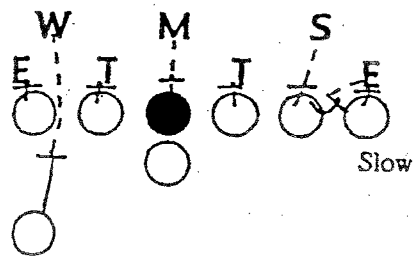
CHARLIE 5/4 IS A TWO BACK PLAY ACTION PASS PRIMARILY USED WITH THE 7 STEP DROP PASSING AME. WE WANT TO SELL THE RUN BY BLOCKING ND FAKING AS AGGRESSIVELY AS WE CAN. THE F IS RESPONSIBLE FOR THE WILL AND THE H HAS THE MIKE. THE OFFENSIVE LINE PROTECTS THE SAME AS ACE. TURN AWAY FROM THE PLAYSIDE CALL.

QB	USUALLY 7 STEP DROP. WEAKSIDE DELIBERATE ISO FAKE.
F	PLAY FAKE - CHECK. WILL TO FS OR CORNER.
H	PLAY FAKE - CHECK MIKE.

BACKSIDE		FRONTSIDE
	C	BLOCK #1 STRONG. ALERT ROCKO OR LEO, RAKE/ LAWN. UNDER DEFENSE BLOCK MAN. VS BEAR DBL BLOW ALERT FIRE CALL, RALPH/LESTER.
BLOCK #2. ALERT TO HELP FROM CENTER. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	G	IF UNCOVERED BLOCK #0 UNLESS FAN CALL FROM TACKLE VS UNDER K.C. IF COVERED BLOCK #1. ALERT "HARD" CALL VS MIKE MUG WHEN COVERED.
BLOCK #3. ALERT TO HELP FROM GUARD. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	T	BLOCK DE. FAN VS UNDER K.C. ALERT ANGLE CALL VS DE INSIDE.
RELEASE INTO ROUTE. ALERT SS BLITZ. VS BEAR DEFENSE BLOCK YOUR WAY OUT.	Y	

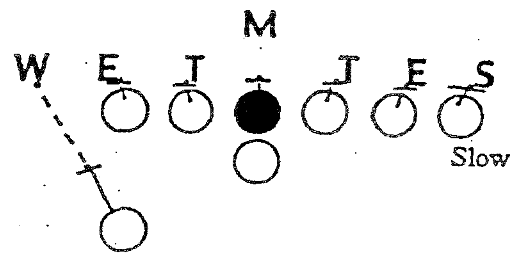
NICKEL PROTECTIONS

SQUEEZE S, HOLE



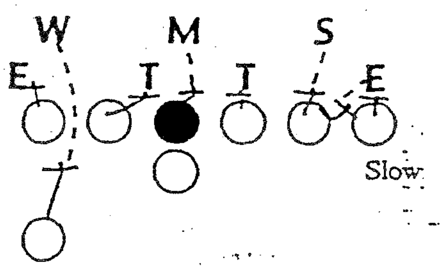
4-3 Stack

CHECK ZONE SS, HOLE



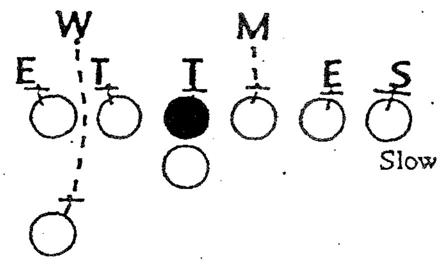
4-3

SQUEEZE S, HOLE RAM



4-3 Over Stack

CHECK ZONE SS, RIGGIN



4-3 Under W

DESCRIPTION:

THIS IS OUR BASIC PROTECTION WITH THE TE & REMAINING BACK HAVING BLOCKING RESPONSIBILITY FOR THE SAM & WILL. IF SAM AND/OR WILL DO NOT RUSH, TE AND REMAINING BACK ARE FREE TO RELEASE INTO THE PATTERN. THERE ARE NO DUAL READS OR HOT RECEIVER.

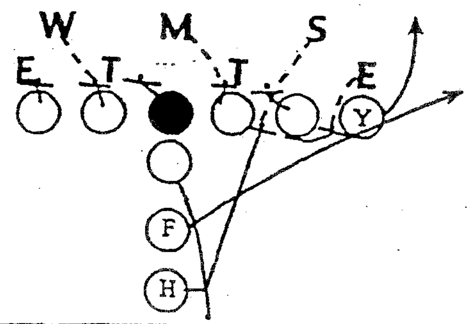
QB	USUALLY 7 STEP DROP. S.A. WEAKSIDE SECONDA BLITZ.
F	FREE RELEASE.
H	BLOCK WILL, TO F/S TO C. ALERT HARD, FAN.

BACKSIDE		FRONTSIDE
	C	MAKE RIGHT/LEFT CALL TO PROTECTION SIDE. BLOCK #0 TO MIKE. IF UNCOVERED, BLOCK MIKE WITH HOLE, RAY, LENNY CALLS. IF COVERED, ALERT RIGGIN, LEGGIN.
BLOCK #1. ALERT RIGGIN, LEGGIN. ALERT RAY, LENNY CALLS. ALERT SQUEEZE CALL. ALERT "D" CALL.	G	BLOCK #1. ALERT RIGGIN. LEGGIN RAY, LENNY CALLS. ALERT FAN. ALERT "HARD" CALL.
BLOCK #2. ALERT SQUEEZE AND OUT CALLS. CHECK ZONE SS AND SAM. ALERT "D" CALL.	T	BLOCK #2. IF #2 LB CALL FAN AND BLOCK #3.
BLOCK SAM (#3). GIVE "SLOW" CALL TO TACKLE. CHECK ZONE SAM TO S/S. ALERT SQUEEZE, OUT, AND "D" CALL. BLOCK M.D.M. VS. BEAR.	Y	

PROTECTION: FIRE PASS RT/LT

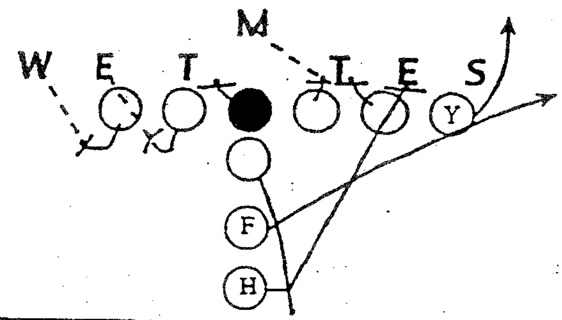
PLAY ACTION FULL TURN

DEUCE M, LEO W



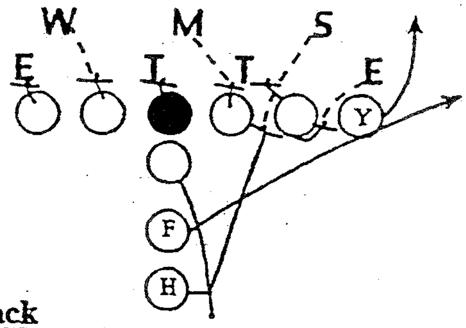
4-3 Stack

DEUCE M, LAWN W



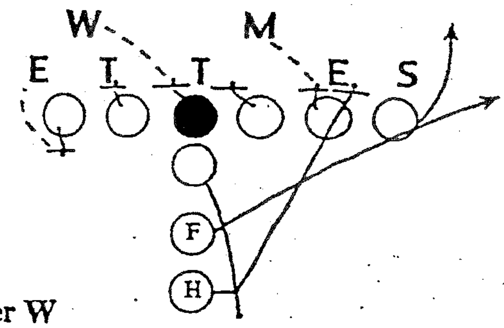
4-3

DEUCE M, DRAG FAN W



4-3 Over Stack

GAP IT, LEO W



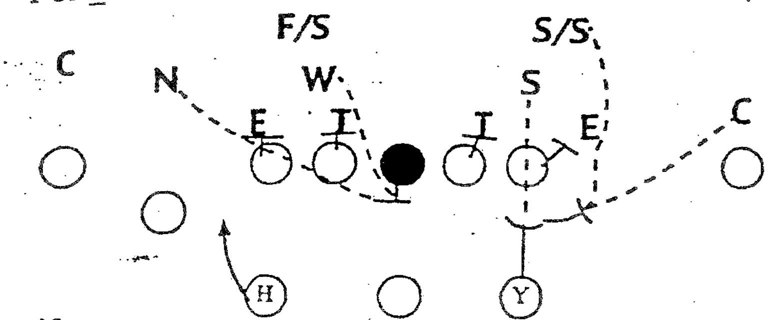
4-3 Under W

DESCRIPTION:		
THIS IS A PLAY ACTION PASS, FULL TURN PROTECTION AWAY FROM THE CALL, WITH THE LINE ACCOUNTING FOR WILL AND MIKE. H IS RESPONSIBLE FOR THE FIRST DEFENDER ON OR TO THE OUTSIDE OF THE ONSIDE TACKLE. WE WANT TO SELL THE RUN BY BLOCKING AND FAKING AS AGGRESSIVELY AS WE CAN. OFF. LINE ACCOUNTABLE FOR WEAKSIDE BLITZ.	QB	3-5 OR 7 STEP DROP. STEP DROP TOO PLAYSIDE WITH TOKEN FAKE. HOT FB IN FLAT VS M-S.
	F	FREE RELEASE.
	H	PLAY FAKE - CUT 1ST DEFENDER ON OR TO THE OUTSIDE OF THE ONSIDE TACKLE.

BACKSIDE		FRONTSIDE
	C	BLOCK #1 WEAK. ALERT ROCKO OR LEO, RAKE/ LAWN. OVER DEFENSE & BEAR DEFENSE ALERT RALPH/LESTER.
BLOCK #2. ALERT TO HELP FROM CENTER. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	G	BLOCK #0. IF COVERED CHIP DT TO MIKE. ALERT DEUCE, RALPH, LESTER.
BLOCK #3. ALERT TO HELP FROM GUARD. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	T	BLOCK #1. IF OG BUBBLE SET ON INSIDE NUMBER OF 5 TECH AND BLOCK "B" GAP. ALERT DEUCE, RALPH, LESTER, GAP IT.
FREE RELEASE INTO ROUTE. ALERT SS BLITZ. VS BEAR MAKE A "STAY" CALL AND BLOCK OUT. ALERT STAY CALL BY GAME PLAN OR PLAY.	Y	FREE RELEASE.

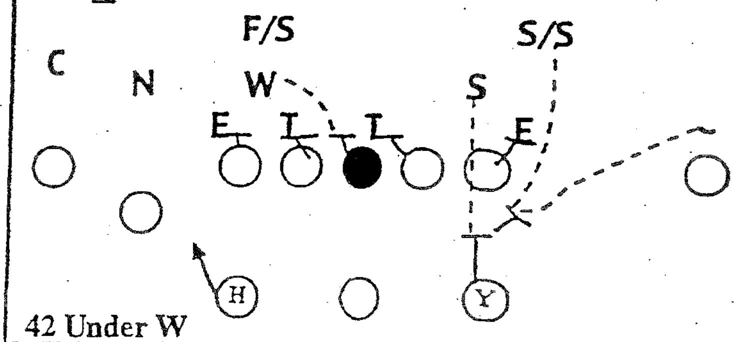
PROTECTION: SMOKE LT/RT (FLEX) — WEAKSIDE DUAL

POP L



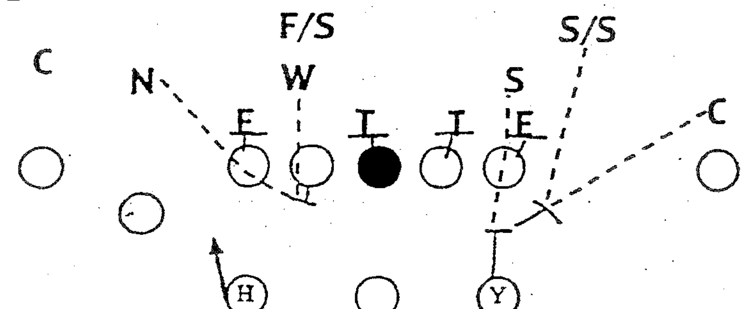
42

LION W



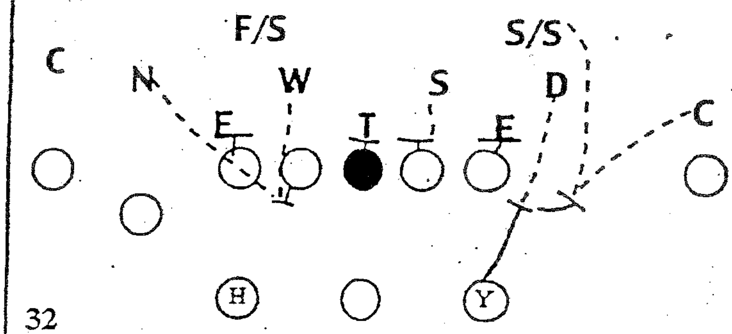
42 Under W

LG DUAL



4-2 Over S

LG DUAL



32

DESCRIPTION:

THIS IS A 6 MAN NICKEL PROTECTION WITH A WEAKSIDE DUAL. H HAS A FREE RELEASE AND IS HOT. THE LINE WILL DUAL. THE 1ST TO 2ND DOGGER OR BLITZER, EXCLUDING MIKE. THIS IS A BRONCO HOT TO THE CALLSIDE. THE QB WILL TAKE A 5-7 STEP DROP.

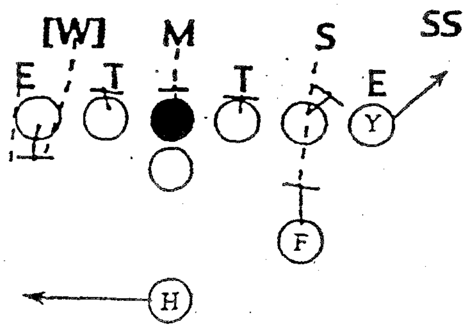
QB	5-7 STEP DROP. HOT 2 CALLSIDE.
F	RELEASE IN ROUTE.
H	FREE RELEASE - ALERT HOT.

BACKSIDE		FRONTSIDE
	C	BLOCK #0 TO MIKE. UNCOVERED DUAL. 1ST TO 2ND DOGGER OR BLITZER CALL SIDE. ALERT HOLE, RAY, LENNY, RAM, LION, RAKE, LAWN, POP R/L.
BLOCK #1. UNCOVERED, BLOCK 1ST LBER CALLSIDE, LEAVE 1 FOR THE BACK AND CALL RAM/LION (EXCLUDING MIKE).	G	BLOCK #1. IF UNCOVERED DUAL FROM 1ST TO 2ND DOGGER OR BLITZER CALLSIDE. ALERT RAY, LENNY, RAM, LION, RAKE, LAWN.
BLOCK #2. IF #2 IS A LBER, BLOCK #3.	T	BLOCK #2. ALERT BIG DUAL IF #2 IS LBER. ALERT RAM, LION, RAKE, LAWN.
BLOCK 1ST TO 2ND DOGGER OR BLITZER INSIDE OUT EXCLUDING MIKE. VS SOLID BLOCK STACK BACK DOGGER OR BLITZER.	Y	

PROTECTION: LOU/RAY

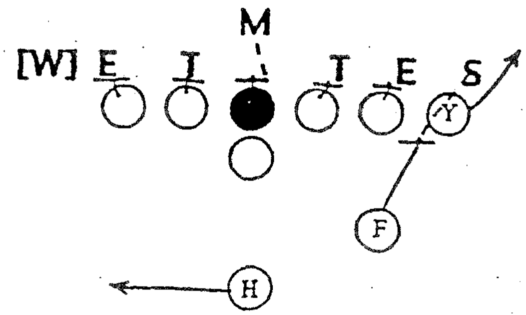
DUAL READ WE

LOT BIG DUAL, HOLE



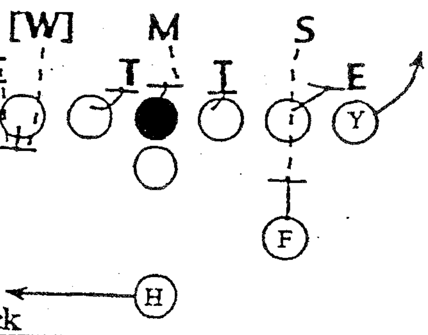
4-3 Stack

HOLE



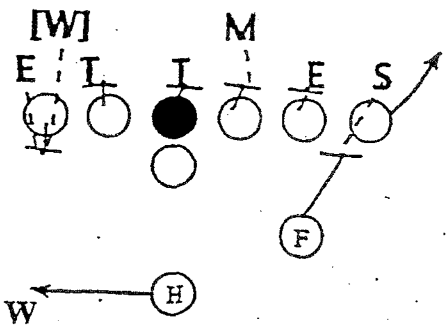
4-3

LOT BIG DUAL, HOLE RAM



4-3 Over Stack

LOT BIG DUAL, HOLE RIGGIN

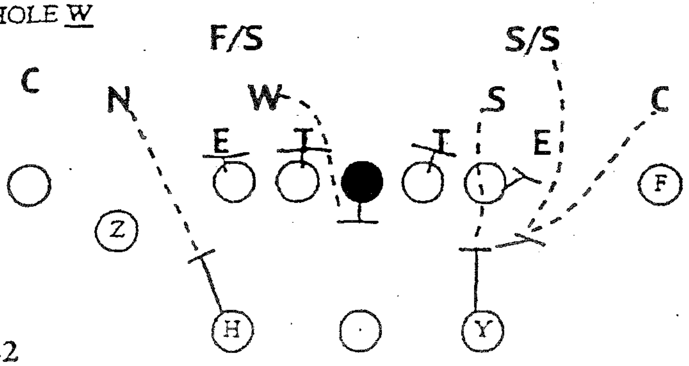


4-3 Under W

DESCRIPTION:		
THIS IS A DUAL PROTECTION TO THE CALLSIDE ALLOWING THE H TO FREE RELEASE. THE F IS RESPONSIBLE FOR SAM. IF HE DOES NOT RUSH HE IS FREE TO RELEASE. THE CALLSIDE GUARD, IF UNCOVERED, HAS A DUAL READ FROM MIKE TO WILL TO ANY BLITZING DB. THE H IS USUALLY THE HOT RECEIVER WHEN WE HAVE ONE MORE RUSHER THAN OFFENSIVE LINE PROTECTORS WEAK. HE COULD BE HOT OFF WILL OR MIKE & WILL. WITH REGULAR PEOPLE WE USUALLY DUAL WEAKSIDE.	QB	5 OR 7 STEP DROP. HOT OFF OF 1 UNLESS GUARD UNCOVERED.
	F	BLOCK SAM TO SS. ALERT "HARD" CALL.
	H	FREE RELEASE. ALERT HOT.

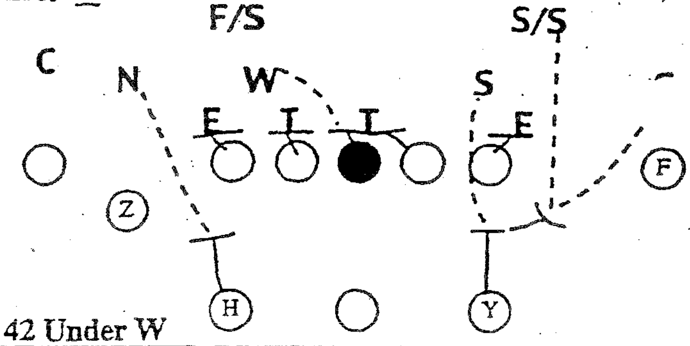
BACKSIDE		FRONTSIDE
	C	MAKE RIGHT OR LEFT CALL TO PROTECTION SIDE. BLOCK #0 TO MIKE. IF UNCOVERED, BLOCK MIKE WITH HOLE, RAY, LENNY CALLS. IF COVERED, ALEI RIGGIN, LEGGIN CALLS.
BLOCK #1. ALERT RIGGIN, LEGGIN, RAY, LENNY CALLS. ALERT "HARD."	G	BLOCK #1. IF #1 IS LB, DUAL. ALERT FOR RAY, LENN "IN" CALLS.
BLOCK #2. IF #2 IS LB, FAN TO DE.	T	BLOCK #2. IF #2 IS LB, BIG DUAL. ALERT "IN."
RELEASE INTO ROUTE. ALERT SS BLITZ. VS BEAR DEFENSE BLOCK YOUR WAY OUT.	Y	

HOLE W



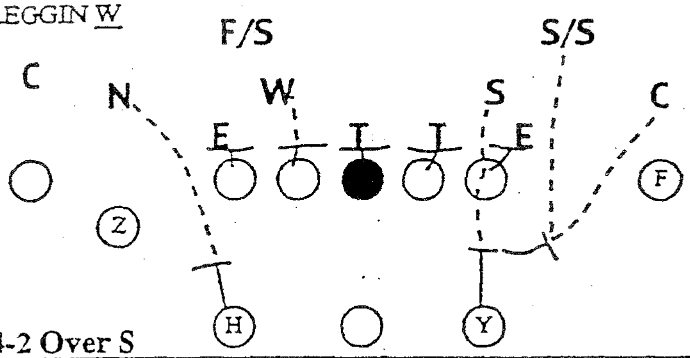
42

LION W



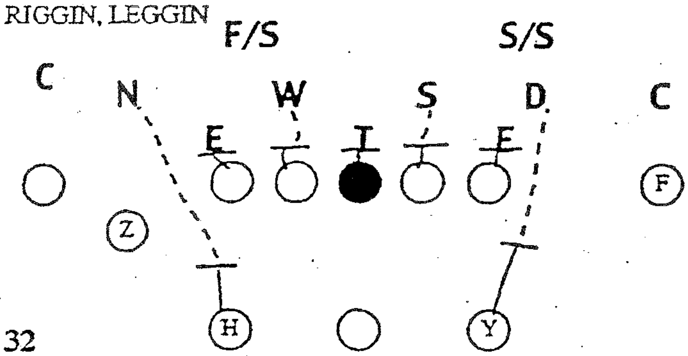
42 Under W

LEGGIN W



4-2 Over S

RIGGIN, LEGGIN

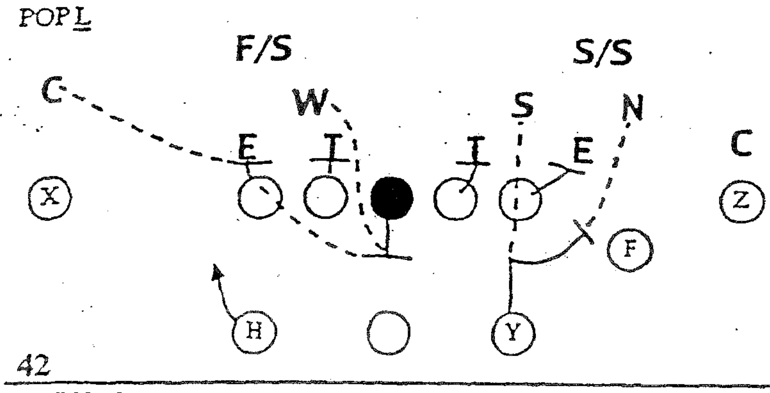


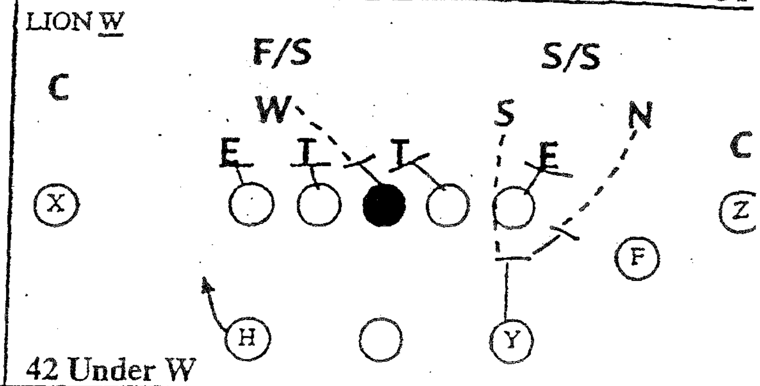
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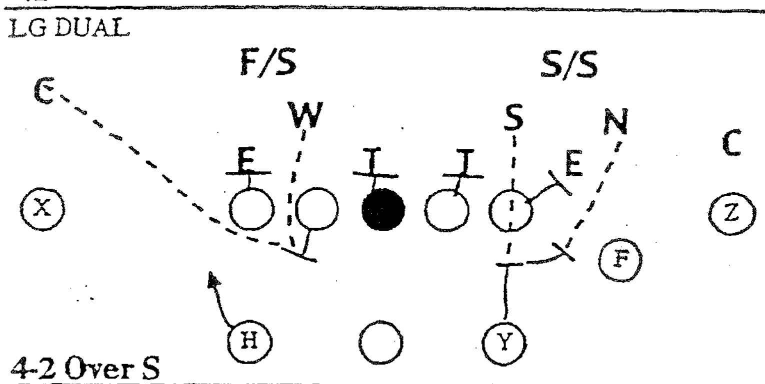
DESCRIPTION:		
THIS IS A 7 MAN NICKEL PROTECTION STRONG OR WEAK. THE LINE BLOCKS THE 1ST DOGGER OR BLITZER CALLSIDE. H, BRONCO TO, BLOCK THE 2ND DOGGER OR BLITZER. Y, BRONCO AWAY, BLOCK THE 1ST DOGGER OR BLITZER TO THE 2ND, EXCLUDING MIKE. QB, 7 STEP DROP AND SIGHT ADJUST AWAY FROM CALL. THE QB CAN REDIRECT THE PROTECTION WITH A RIGHT OR LEFT CALL.	QB	7 STEP DROP. S.A. 8TH DEFENDER.
	F	RELEASE ON ROUTE.
	H	BRONCO TO, BLOCK THE 2ND DOGGER OR BLITZER.

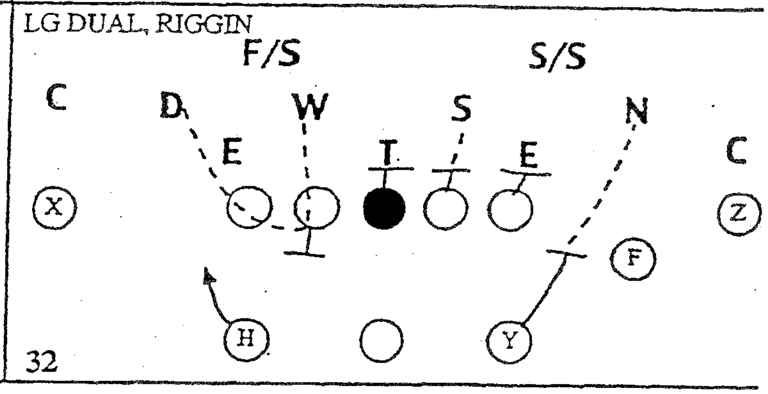
BACKSIDE		FRONTSIDE
	C	BLOCK #0 TO MIKE. UNCOVERED, BLOCK 1ST DOGGE[R] OR BLITZER TO CALLSIDE. ALERT HOLE, RAY, LENN[Y], RAM, LION, RAKE, LAWN, RIGGIN, LEGGIN.
BLOCK #1. UNCOVERED, BLOCK 1ST LBER CALLSIDE, LEAVE 1 FOR THE BACK AND CALL RAM/LION (EXCLUDING MIKE).	G	BLOCK #1. ALERT RAY, LENNY, RAM, LION, RAKE, LAWN, RIGGIN, LEGGIN.
BLOCK #2. IF #2 LBER BLOCK #3.	T	BLOCK #2. IF #2 LBER BLOCK #3. ALERT RAKE, LAW[N]
BRONCO AWAY, BLOCK 1ST TO 2ND DOGGER OR BLITZER INSIDE OUT EXCLUDING MIKE. VS SOLID BLOCK STACK BACK DOGGER OR BLITZER.	Y	

PROTECTION: SMOKE LT/RT (TWINS) WEAKSIDE DUA







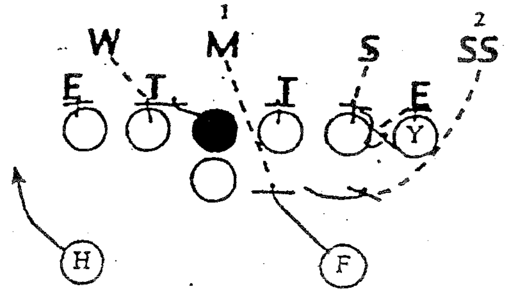


DESCRIPTION:		
THIS IS A 6 MAN NICKEL PROTECTION WITH A WEAKSIDE DUAL. H HAS A FREE RELEASE AND IS HOT. THE LINE WILL DUAL. THE 1ST TO 2ND DOGGER OR BLITZER CALLSIDE. Y BLOCKS THE 1ST TO 2ND DOGGER OR BLITZER EXCLUDING MIKE. THIS IS A BRONCO HOT TO THE CALLSIDE. THE QB WILL TAKE A 5-7 STEP DROP.	QB	5-7 STEP DROP. HOT 2 CALLSIDE.
	F	RELEASE IN ROUTE.
	H	FREE RELEASE - ALERT HOT.

BACKSIDE		FRONTSIDE
	C	BLOCK #0 TO MIKE. UNCOVERED DUAL. 1ST TO 2ND DOGGER OR BLITZER CALLSIDE. ALERT HOLE, RAY, LENNY, RAM, LION, RAKE, LAWN, POP R/L.
BLOCK #1. UNCOVERED, BLOCK 1ST LB CALLSIDE, LEAVE 1 FOR THE BACK AND CALL RAM/LION (EXCLUDING MIKE).	G	BLOCK #1. IF UNCOVERED DUAL FROM 1ST TO 2ND DOGGER OR BLITZER CALLSIDE. ALERT RAY, LENNY, RAM, LION, RAKE, LAWN.
BLOCK #2. IF #2 IS A LBER, BLOCK #3.	T	BLOCK #2. ALERT BIG DUAL IF #2 IS LBER. ALERT RAM, LION, RAKE, LAWN.
BLOCK 1ST TO 2ND DOGGER OR BLITZER INSIDE OUT, EXCLUDING MIKE. VS SOLID BLOCK STACK BACK DOGGER OR BLITZER.	Y	

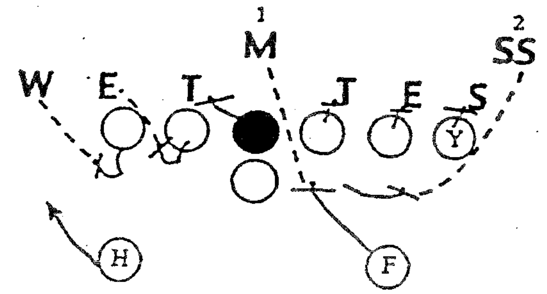
PROTECTION: SLIDE RT/LT

LEO W



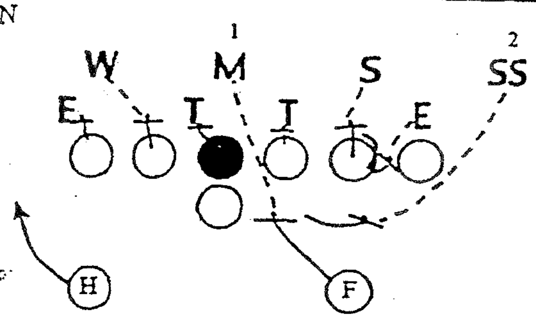
4-3 Stack

LAWN W



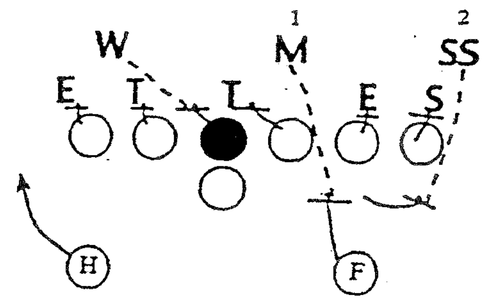
4-3

DRAG FAN



4-3 Over Stack

LEO W



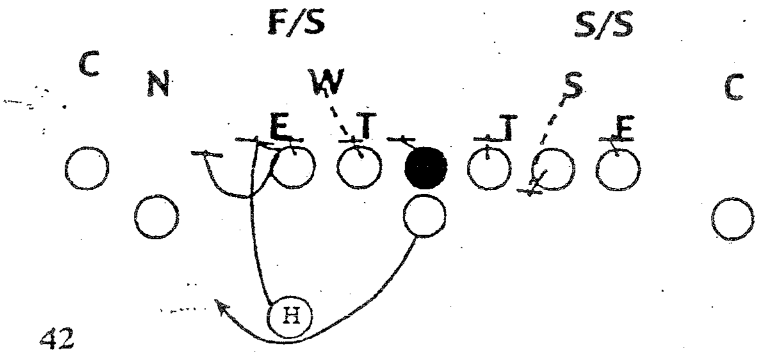
4-3 Under W

DESCRIPTION:		
THIS IS A WEAKSIDE TURN AWAY FROM THE TE. THE TE HAS SAM (#3) AND THE REMAINING BACK HAS MIKE TO SS. THE LINE IS RESPONSIBLE FOR THE WILL. IF THE SAM DOES NOT RUSH THE TE IS FREE TO RELEASE. IF THE MIKE OR SS DO NOT RUSH THE BACK IS FREE TO RELEASE. POSSIBLE HB CHECK #4 WEAK. WEAKSIDE BLITZ ACCOUNTED FOR BY OFFENSIVE LINE. USED TO FREE RELEASE H.	QB	5-7 STEP DROP. POSSIBLE HOT VS SECONDARY BLI WEAK.
	F	BLOCK MIKE TO SS.
	H	FREE RELEASE. ALERT TO BLOCK #4 BY GAME PLA

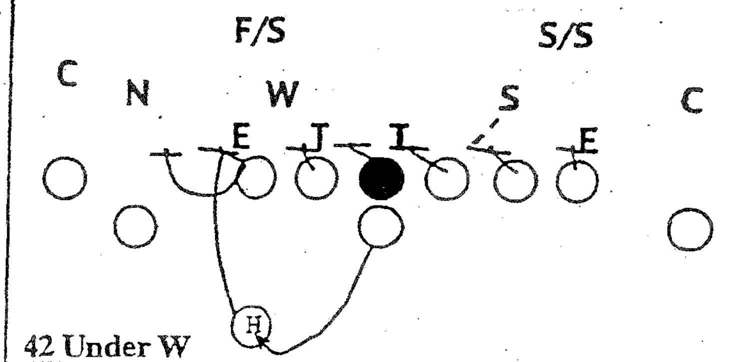
BACKSIDE		FRONTSIDE
	C	BLOCK #1 WEAK. ALERT ROCKO OR LEO, RAKE/LA\ OVER DEFENSE BLOCK MAN. VS BEAR ALERT RALPH/LESTER.
BLOCK #2. ALERT TO HELP FROM CENTER. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	G	IF UNCOVERED BLOCK #0, UNLESS RIGGIN CALL FR TACKLE VS OVER K.C. IF COVERED BLOCK #1. AL "HARD" CALL VS MIKE MUG WHEN COVERED.
BLOCK #3. ALERT TO HELP FROM GUARD. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	T	BLOCK DE. RIGGIN VS OVER K.C. ALERT ANGLE CA VS DE INSIDE.
	Y	BLOCK SAM (#3). GIVE "SLOW" CALL TO TACKLE CHECK ZONE SAM. ALERT SQUEEZE. ALERT TO BLOCK OUT VS. BEAR.

PROTECTIONS – SPRINT

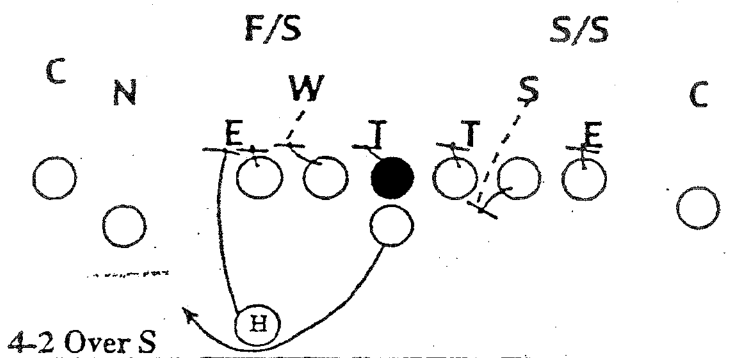
	Page #
SPRINT LT/RT	20-1



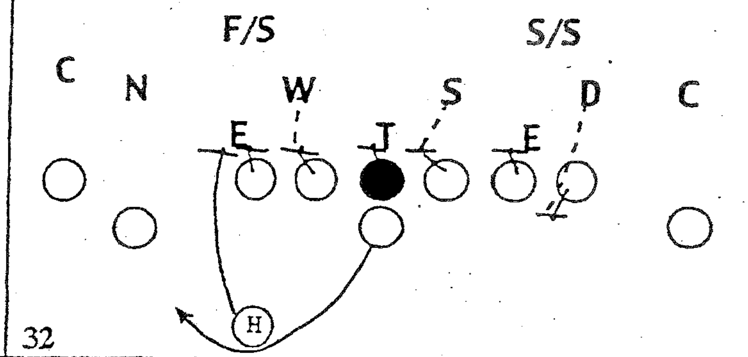
42



42 Under W



4-2 Over S



32

DESCRIPTION:

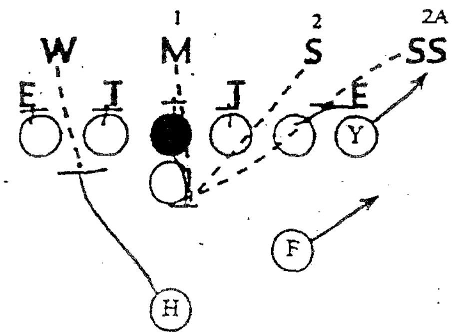
ACTION PASS WITH QB SPRINTING TO CALL SIDE AND THE H BLOCKING EM LOS STRONG, Y BLOCKING EM LOS WEAK. OL HARD STEP PLAYSIDE GAP, THE QB WILL SPRINT TO BREAK CONTAIN.

QB	TAKE SPEED COURSE 8-10 YARDS DEEP.
F	RUN ROUTE.
H	BLOCK EM LOS.

BACKSIDE		FRONTSIDE
	C	BLOCK PLAYSIDE GAP. ALERT SWAP, RAY/LENNY, RAM/LION, SWOOP CALLS. ZONE STUNTS AND BLITZES.
BLOCK PLAYSIDE GAP. ALERT SWAP, SLIP, SWOOP CALLS. ZONE STUNTS AND BLITZES.	G	BLOCK PLAYSIDE GAP. ALERT RAY/LENNY, RAM/LION, READ. ZONE STUNTS AND BLITZES.
BLOCK PLAYSIDE GAP. ALERT SLIP, SWOOP & COMBO CALLS. ZONE STUNTS AND BLITZES.	T	BLOCK PLAYSIDE GAP. ALERT READ, UNCOVERED BLOCK TAKE ZONE STUNTS AND BLITZES. ALERT LATE SCRAPER.
BLOCK PLAYSIDE GAP. ZONE STUNTS AND BLITZES.	Y	

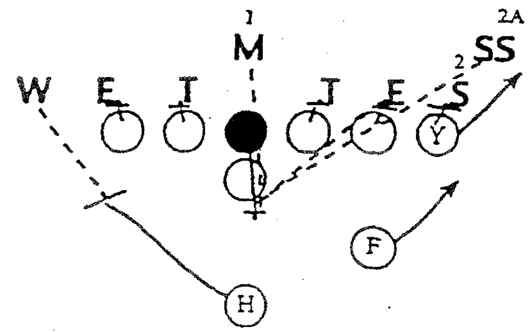
PROTECTION: SCAT, QUICK SCAT RT/LT DUAL READ STRON

POP R



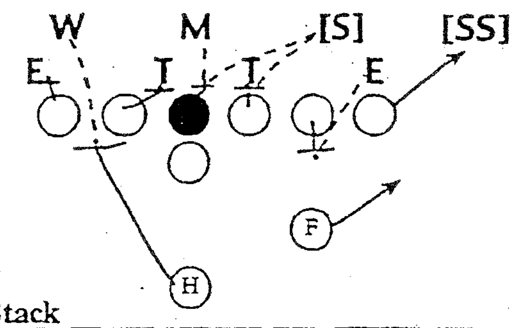
4-3 Stack

POP R



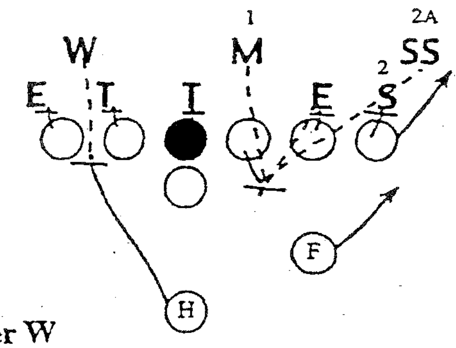
4-3

RAM



4-3 Over Stack

RG DUAL



4-3 Under W

DESCRIPTION:

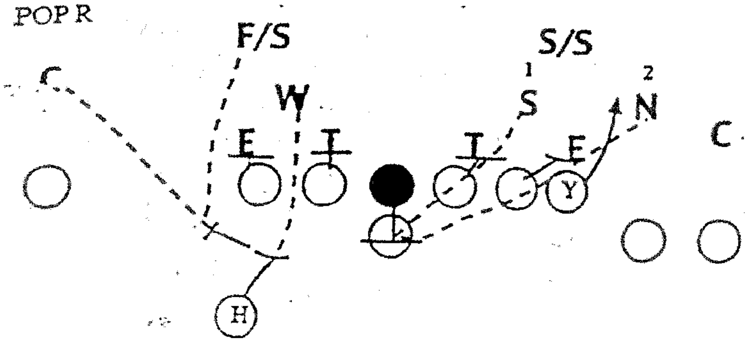
STRONGSIDE DUAL READ ALLOWING THE F TO FREE RELEASE. THE H'S BLOCKING RESPONSIBILITY IS HE WILL. WITH SOME 3-4 FRONTS IT IS BUCK. IF HE LB DOES NOT COME HE HAS A FREE RELEASE. THE OC, STRONGSIDE GUARD OR STRONGSIDE TACKLE, IF UNCOVERED, HAS A DUAL READ FROM THE MIKE TO SAM OR ANY BLITZING DB. THE FB OR TE IS THE HOT RECEIVER WHEN WE HAVE ONE MORE RUSHER THAN WE DO PROTECTOR STRONGSIDE. THE QB WILL TAKE A 5 STEP DROP. ON QUICK SCAT QB TAKES A 3 STEP DROP.

QB	USUALLY 5 STEP DROP. HOT PROTECTION STRONC VS M-S DOG. HOT SAM IF CENTER AND GUARD COVERED. S.A. WEAKSIDE SECONDARY BLITZ.
F	FREE RELEASE. ALERT HOT.
H	BLOCK WILL TO FS TO W.C. ALERT FAN, HARD CALLS.

BACKSIDE		FRONTSIDE
	C	MAKE RIGHT OR LEFT CALL TO PROTECTION SIDI BLOCK #0 TO MIKE. IF UNCOVERED, POP FROM MIKE TO SAM TO SS. ALERT HOLE, RAY, LENNY, RAM, LION.
BLOCK #1. ALERT RIGGIN, LEGGIN, FAN. ALERT HARD. ALERT HARD RAM/LION. ALERT RAY/ LENNY.	G	BLOCK #1. IF UNCOVERED, DUAL FROM MIKE TO SAM TO SS. ALERT "IN" CALL.
BLOCK #2. IF #2 IS LB, FAN.	T	BLOCK #2. ALERT BIG DUAL IF #2 IS LB. ALERT IN IF LB MUGS INSIDE. ALERT M.D.M. VS RAM/LION CALL WHEN SAM DOGS (A+) GAP INSIDE BLOCK :
	Y	RELEASE INTO ROUTE. ALERT POSSIBLE HOT BY PATTERN.

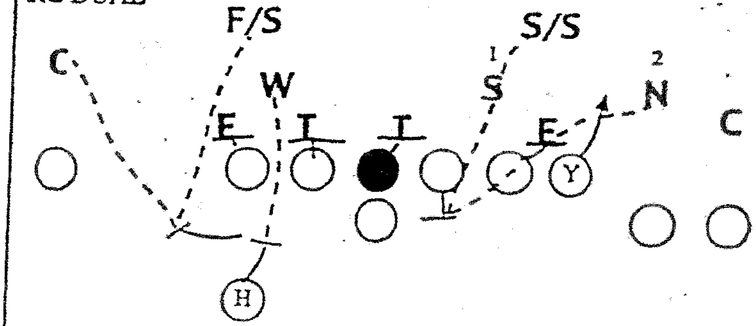
(N) PROTECTION: SCAT RT/LT (TWINS) DUAL STRONG

POP R



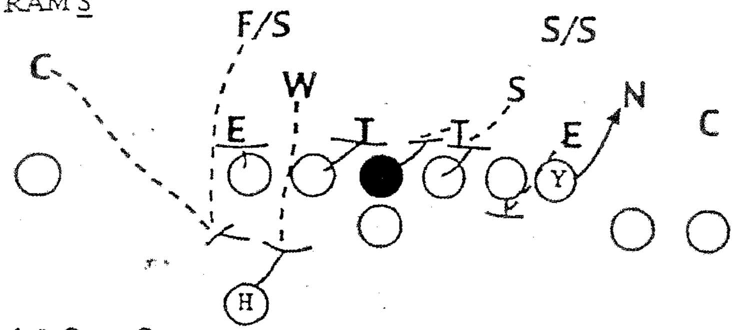
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RG DUAL



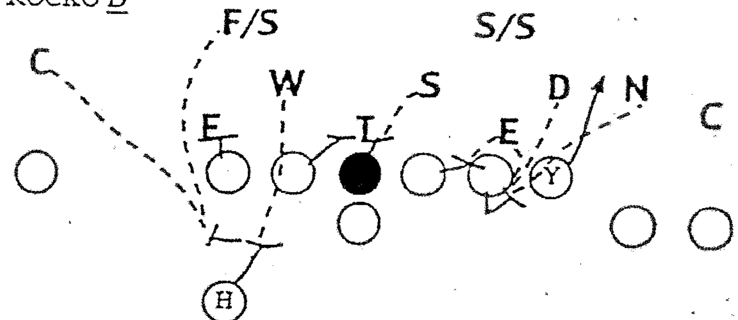
42 Under W

RAM S



4-2 Over S

ROCKO D



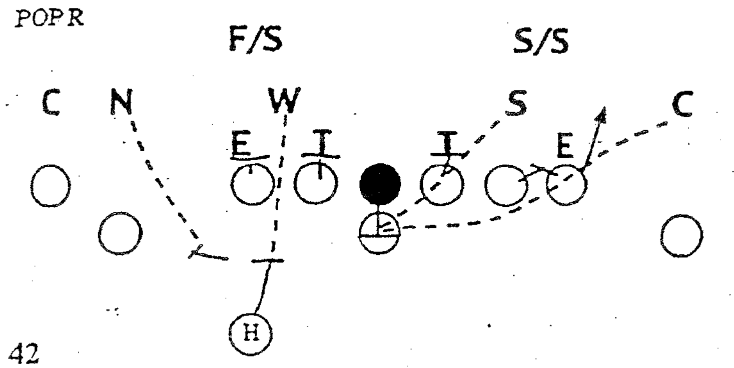
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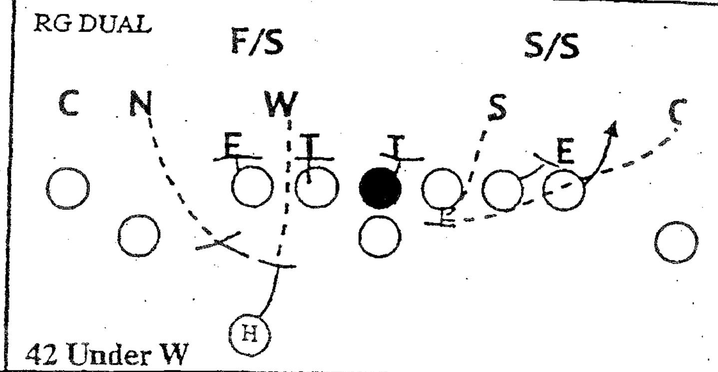
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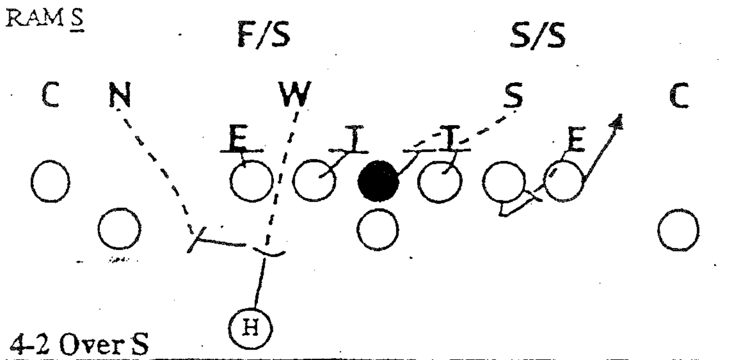
THIS IS A 6 MAN NICKEL PROTECTION WITH A STRONGSIDE DUAL. F AND Y FREE RELEASE. H OCKS THE 1ST TO 2ND DOGGER OR BLITZER CLUDING MIKE. THE LINE WILL DUAL. THE 1ST O 2ND DOGGER OR BLITZER CALLSIDE. Y IS HOT. THE QB WILL TAKE A 5 OR 7 STEP DROP.

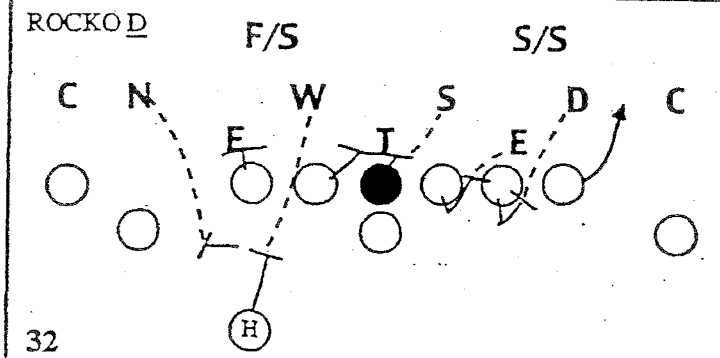
QB	5-7 STEP DROP. HOT 2 CALLSIDE. S.A. BACKSIDE.
F	RUN ROUTE.
H	BLOCK 1ST DOGGER OR BLITZER INSIDE OUT EXCLUDING MIKE. VS SOLID BLOCK STACK BACK DOGGER OR BLITZER.

BACKSIDE		FRONTSIDE
	C	BLOCK #0 TO MIKE. UNCOVERED, DUAL 1ST TO 2ND DOGGER OR BLITZER CALLSIDE. ALERT HOLE, RAY, LENNY, RAM, LION, RAKE, LAWN, POP R/L.
BLOCK #1. UNCOVERED, BLOCK 1ST LBER CALLSIDE, LEAVE 1 FOR THE BACK AND CALL RAM/LION (EXCLUDING MIKE).	G	BLOCK #1. IF UNCOVERED DUAL FROM 1ST TO 2ND DOGGER OR BLITZER CALLSIDE. ALERT RAY, LENNY, RAM, LION, RAKE, LAWN.
BLOCK #2. IF #2 LBER BLOCK #3.	T	BLOCK #2. ALERT BIG DUAL IF #2 IS LBER. ALERT RAM, LION, RAKE, LAWN.
	Y	RELEASE INTO ROUTE, ALERT POSSIBLE HOT BY PATTERN.









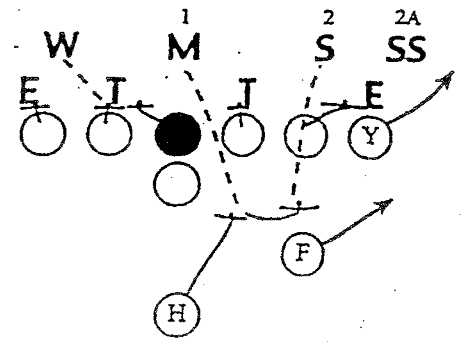
DESCRIPTION:

TTHIS IS A 6 MAN NICKEL PROTECTION WITH A STRONGSIDE DUAL. F AND Y FREE RELEASE. H BLOCKS THE 1ST TO 2ND DOGGER OR BLITZER EXCLUDING MIKE. THE LINE WILL DUAL FROM THE 1ST TO 2ND DOGGER OR BLITZER CALLSIDE. Y IS HOT. THE QB WILL TAKE A 5 OR 7 STEP DROP.

QB	5-7 STEP DROP. HOT 2 CALLSIDE. S.A. 4 BACKSIDE.
F	RUN ROUTE.
H	BLOCK 1ST TO 2ND DOGGER OR BLITZER INSIDE OUT EXCLUDING MIKE. VS SOLID BLOCK STACK BACK DOGGER OR BLITZER.

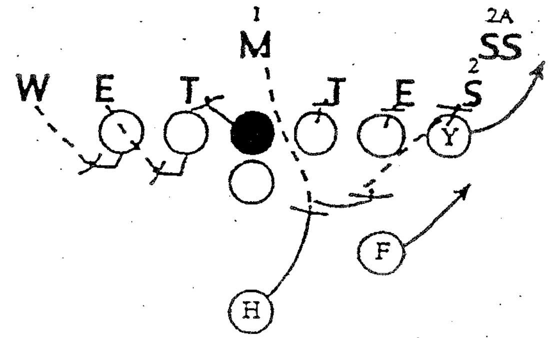
BACKSIDE		FRONTSIDE
	C	BLOCK #0 TO MIKE. UNCOVERED DUAL. 1ST TO 2ND DOGGER OR BLITZER CALLSIDE. ALERT HOLE, RAY, LENNY, RAM, LION, RAKE, LAWN, POP R/L.
BLOCK #1. UNCOVERED, BLOCK 1ST LBER CALLSIDE, LEAVE 1 FOR THE BACK AND CALL RAM/LION (EXCLUDING MIKE).	G	BLOCK #1. IF UNCOVERED DUAL FROM 1ST TO 2ND DOGGER OR BLITZER CALLSIDE. ALERT RAY, LENNY, RAM, LION, RAKE, LAWN.
BLOCK #2. IF #2 LBER BLOCK #3.	T	BLOCK #2. ALERT BIG DUAL IF #2 IS LB. ALERT RAM, LION, RAKE, LAWN.
	Y	RELEASE INTO ROUTE. ALERT POSSIBLE HOT BY PATTERN.

FAN, LEO W



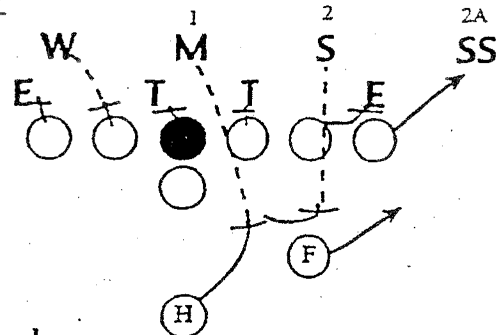
4-3 Stack

LAWN W



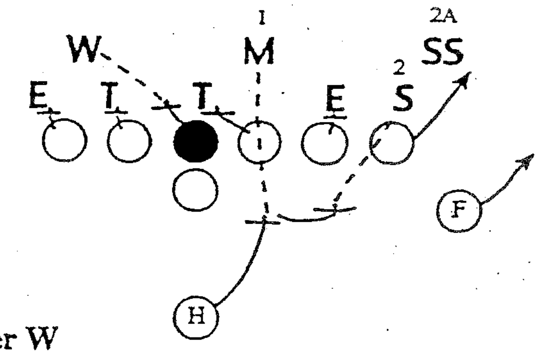
4-3

DRAG FAN W



4-3 Over Stack

LEO W



4-3 Under W

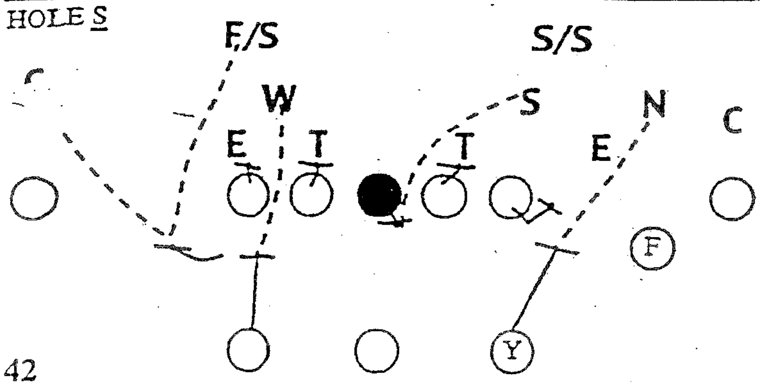
DESCRIPTION:

THIS IS A WEAKSIDE TURN AWAY FROM THE TE, WITH THE LINE ACCOUNTING FOR THE WILL. THE H HAS A DUAL READ FROM MIKE TO SAM TO SS. IF A LB DOES NOT RUSH HE IS FREE TO RELEASE. THE TE IS THE HOT WHEN MIKE & SAM RUSH. WEAKSIDE BLITZ ACCOUNTED FOR BY OFFENSIVE LINE.

QB	5 OR 7 STEP DROP. HOT PROTECTION STRONG VS M-S DOG. S.A. WEAKSIDE SECONDARY BLITZ.
F	FREE RELEASE, POSSIBLE HOT.
H	BLOCK MIKE TO SAM TO SS.

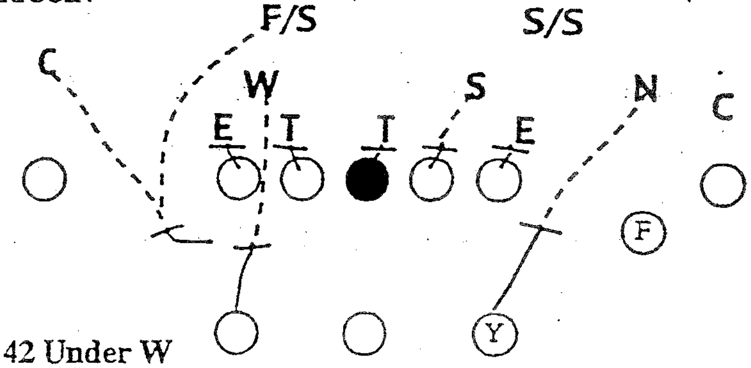
BACKSIDE		FRONTSIDE
	C	BLOCK #1 WEAK. ALERT ROCKO OR LEO. RAKE/ LAWN. OVER DEFENSE BLOCK MAN. VS BEAR DB BLOW FIRE CALL.
BLOCK #2. ALERT TO HELP FROM CENTER. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	G	IF UNCOVERED BLOCK #0, UNLESS FAN CALL FRO TACKLE VS OVER K.C. IF COVERED, BLOCK #1. ALERT "HARD" CALL VS MIKE MUG WHEN COVERED.
BLOCK #3. ALERT TO HELP FROM GUARD. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	T	BLOCK DE. FAN VS OVER K.C. ALERT ANGLE CALL VS DE INSIDE.
	Y	RELEASE INTO ROUTE. HOT OFF SAM & MIKE.

HOLE S



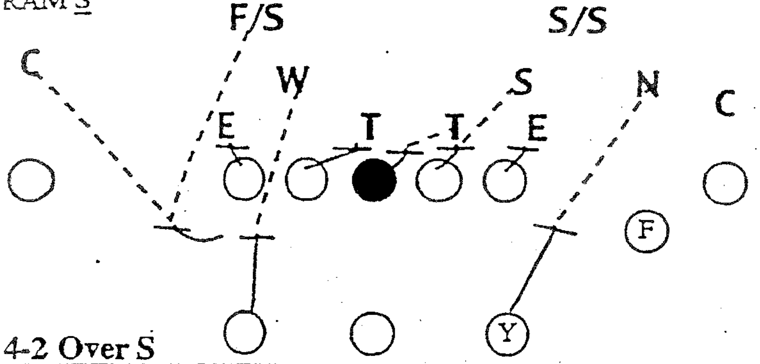
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RIGGIN



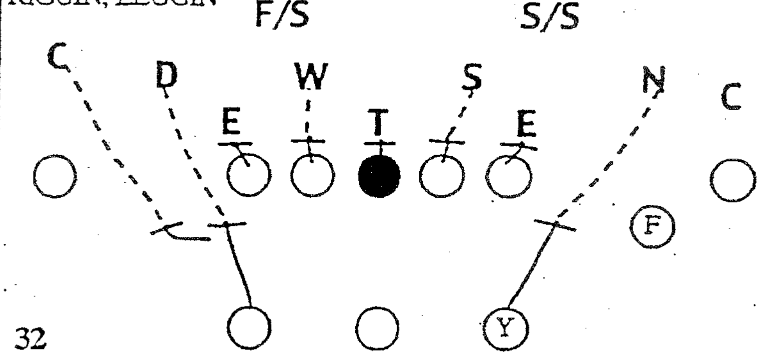
42 Under W

RAM S



4-2 Over S

RIGGIN, LEGGIN



32

DESCRIPTION:

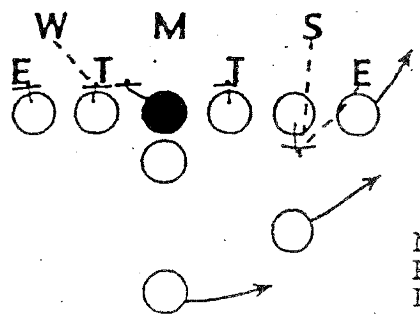
THIS IS A 7 MAN NICKEL PROTECTION STRONG OR WEAK. THE LINE BLOCKS. THE 1ST DOGGER OR TZER CALLSIDE. Y, BRONCO TO BLOCK THE 2ND GGER OR BLITZER. H, BRONCO AWAY, BLOCK THE ST DOGGER OR BLITZER TO THE 2ND EXCLUDING MIKE. QB, 7 STEP DROP AND SIGHT ADJUST AWAY FROM CALL. THE QB CAN REDIRECT THE PROTECTION WITH A RIGHT OR LEFT CALL.

QB	7 STEP DROP. S.A. 8TH DEFENDER.
F	RELEASE ON RTE.
H	BRONCO AWAY - BLOCK 1ST TO 2ND DOGGER OR BLITZER INSIDE OUT EXCLUDING MIKE. VS SOLID BLOCK STACK BACK DOGGER OR BLITZER.

BACKSIDE		FRONTSIDE
	C	BLOCK #0 TO MIKE. UNCOVERED, BLOCK 1ST DOGGER OR BLITZER TO CALL SIDE. ALERT HOLE, RAY, LENNY, RAM, LION, RAKE, LAWN, RIGGIN, LEGGIN.
BLOCK #1. UNCOVERED, BLOCK 1ST LBER CALL SIDE, LEAVE 1 FOR THE BACK AND CALL RAM/LION (EXCLUDING MIKE).	G	BLOCK #1. ALERT RAY, LENNY, RAM, LION, RAKE, LAWN, RIGGIN, LEGGIN.
BLOCK #2. IF #2 LBER, BLOCK #3.	T	BLOCK #2. IF #2 LB, BLOCK #3. ALERT RAKE, LAWN.
	Y	BRONCO TO BLOCK THE 2ND DOGGER OR BLITZER.

PROTECTION: ACE HOT RT — TURN HC

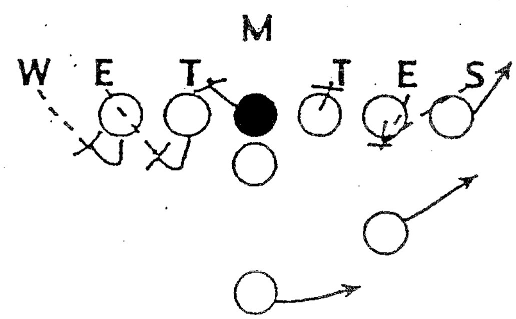
ROT BIG DUAL, LEO W



NOTE:
ROG POSS.
IN CALL.

4-3 Stack

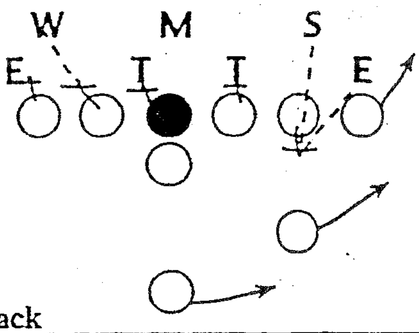
ROT BIG DUAL, LAWN W



NOTE:
ROG PC
IN CAL

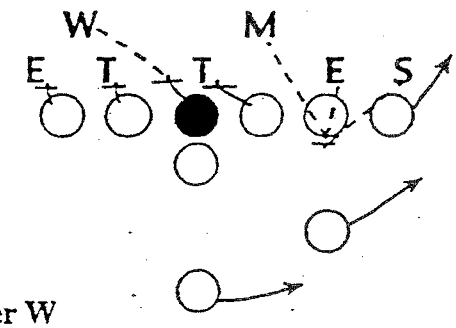
4-3

ROT BIG DUAL, DRAG FAN W



4-3 Over Stack

ROT BIG DUAL, LEO W



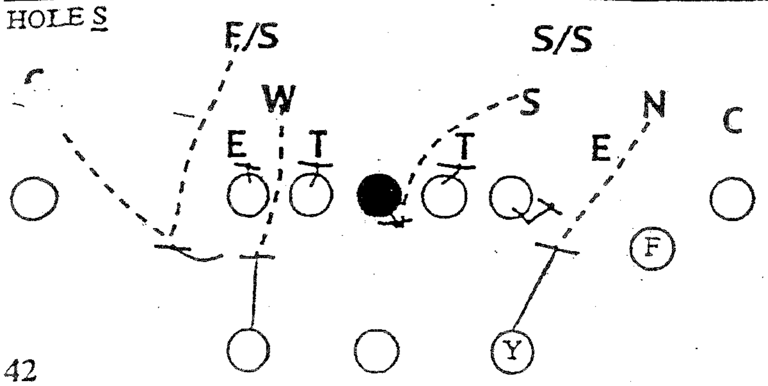
4-3 Under W

DESCRIPTION:		
THIS IS A WEAKSIDE TURN AWAY FROM THE TE WITH THE LINE ACCOUNTING FOR THE WILL, MIKE AND AM. THIS IS A 5 MAN PROTECTION WITH A ,TRONGSIDE HOT OFF OF ONE. Y, H AND F HAVE A FREE RELEASE.	QB	5-7 STEP DROP. HOT STRONG VS EITHER MIKE/SAI OR SS DOG.
	F	FREE RELEASE.
	H	FREE RELEASE.

BACKSIDE		FRONTSIDE
	C	BLOCK #1 WEAK. ALERT ROCKO OR LEO, RAKE/ LAV OVER DEFENSE BLOCK MAN. VS BEAR DBL BLOW FIRE CALL. VS OVER S MIKE THREATEN LESTER CA
BLOCK #2. ALERT TO HELP FROM CENTER. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	G	IF UNCOVERED BLOCK #0, UNLESS FAN CALL FRO TACKLE VS OVER K.C. IF COVERED BLOCK #1. ALEI "IN" CALL VS MIKE MUG WHEN COVERED.
BLOCK #3. ALERT TO HELP FROM GUARD. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	T	BIG DUAL. FAN VS OVER K.C. ALERT LESTER, IN CALLS.
	Y	RELEASE INTO ROUTE.

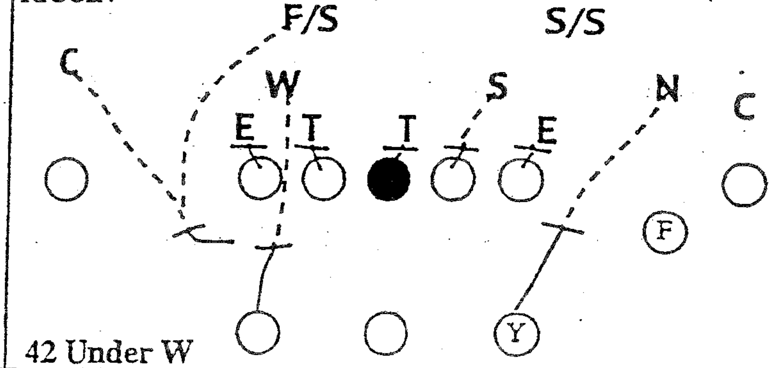
PROTECTION: BRONCO RT/LT (STRONGSIDE)(TWINS) BASE

HOLE S



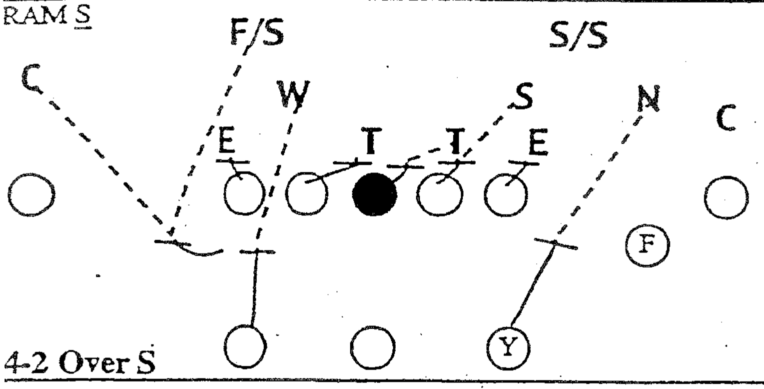
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RIGGIN



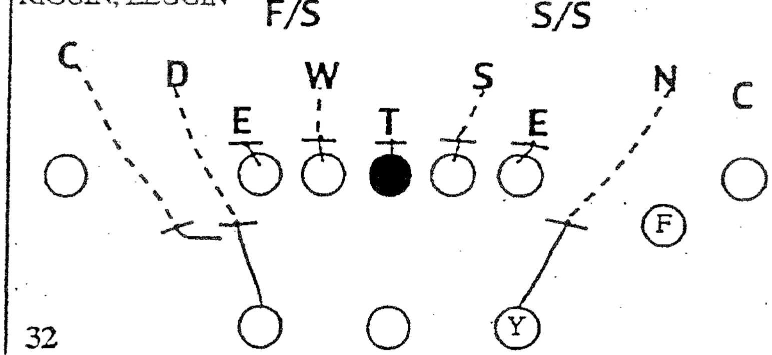
42 Under W

RAM S



4-2 Over S

RIGGIN, LEGGIN

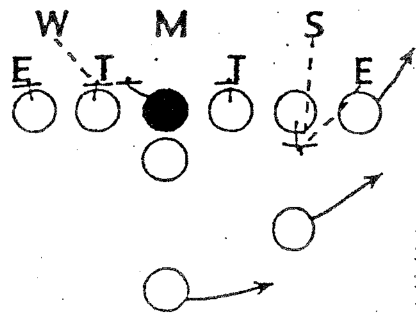


32

DESCRIPTION:		
THIS IS A 7 MAN NICKEL PROTECTION STRONG OR WEAK. THE LINE BLOCKS. THE 1ST DOGGER OR BLITZER CALLSIDE. Y, BRONCO TO BLOCK THE 2ND DOGGER OR BLITZER. H, BRONCO AWAY, BLOCK THE 1ST DOGGER OR BLITZER TO THE 2ND EXCLUDING MIKE. QB, 7 STEP DROP AND SIGHT ADJUST AWAY FROM CALL. THE QB CAN REDIRECT THE PROTECTION WITH A RIGHT OR LEFT CALL.	QB	7 STEP DROP. S.A. 8TH DEFENDER.
	F	RELEASE ON RTE.
	H	BRONCO AWAY - BLOCK 1ST TO 2ND DOGGER OR BLITZER INSIDE OUT EXCLUDING MIKE. VS SOLID BLOCK STACK BACK DOGGER OR BLITZER.

BACKSIDE		FRONTSIDE
	C	BLOCK #0 TO MIKE. UNCOVERED, BLOCK 1ST DOGGER OR BLITZER TO CALL SIDE. ALERT HOLE, RAY, LENNY, RAM, LION, RAKE, LAWN, RIGGIN, LEGGIN.
BLOCK #1. UNCOVERED, BLOCK 1ST LBER CALL SIDE, LEAVE 1 FOR THE BACK AND CALL RAM/LION (EXCLUDING MIKE).	G	BLOCK #1. ALERT RAY, LENNY, RAM, LION, RAKE, LAWN, RIGGIN, LEGGIN.
BLOCK #2. IF #2 LBER, BLOCK #3.	T	BLOCK #2. IF #2 LB, BLOCK #3. ALERT RAKE, LAWN.
	Y	BRONCO TO BLOCK THE 2ND DOGGER OR BLITZER.

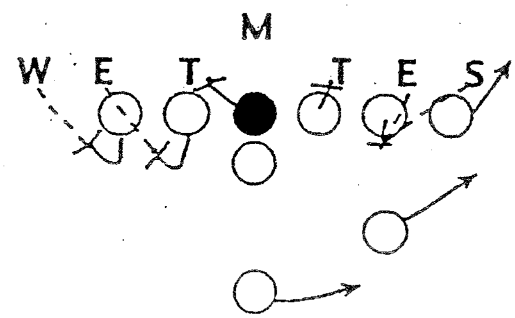
ROT BIG DUAL, LEO W



NOTE:
ROG POSS.
IN CALL.

4-3 Stack

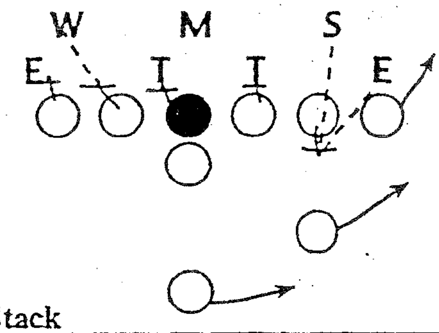
ROT BIG DUAL, LAWN W



NOTE:
ROG PC
IN CAL

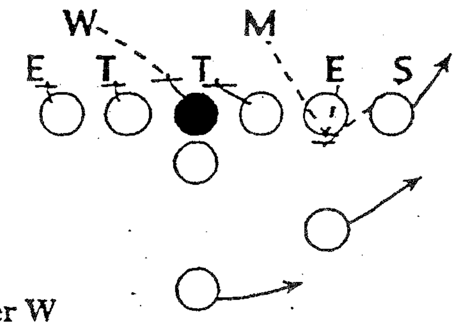
4-3

ROT BIG DUAL, DRAG FAN W



4-3 Over Stack

ROT BIG DUAL, LEO W



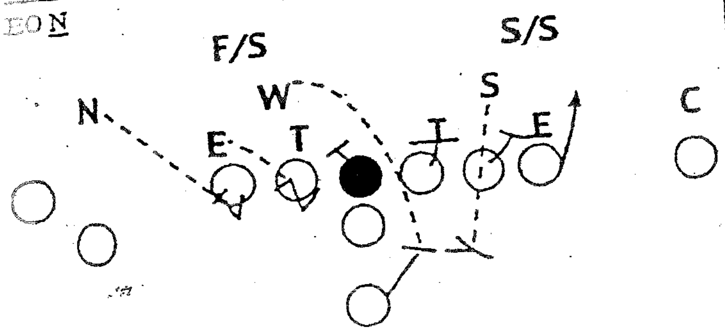
4-3 Under W

DESCRIPTION:		
THIS IS A WEAKSIDE TURN AWAY FROM THE TE WITH THE LINE ACCOUNTING FOR THE WILL, MIKE AND AM. THIS IS A 5 MAN PROTECTION WITH A TRONGSIDE HOT OFF OF ONE. Y, H AND F HAVE A FREE RELEASE.	QB	5-7 STEP DROP. HOT STRONG VS EITHER MIKE/SAI OR SS DOG.
	F	FREE RELEASE.
	H	FREE RELEASE.

BACKSIDE		FRONTSIDE
	C	BLOCK #1 WEAK. ALERT ROCKO OR LEO, RAKE/ LAV OVER DEFENSE BLOCK MAN. VS BEAR DBL BLOW FIRE CALL. VS OVER S MIKE THREATEN LESTER CA
BLOCK #2. ALERT TO HELP FROM CENTER. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	G	IF UNCOVERED BLOCK #0, UNLESS FAN CALL FRO TACKLE VS OVER K.C. IF COVERED BLOCK #1. ALEI "IN" CALL VS MIKE MUG WHEN COVERED.
BLOCK #3. ALERT TO HELP FROM GUARD. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	T	BIG DUAL. FAN VS OVER K.C. ALERT LESTER, IN CALLS.
	Y	RELEASE INTO ROUTE.

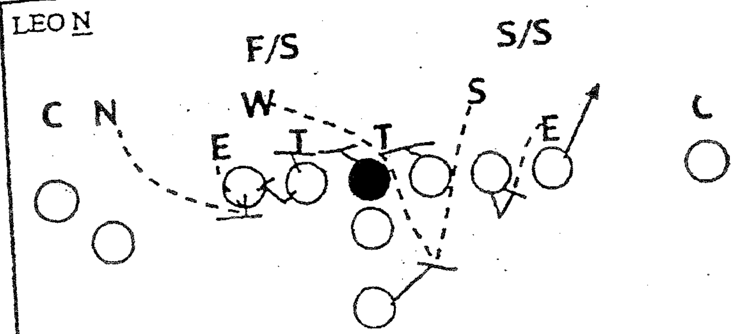
ROTECTION: ACE RT/LT (DOUBLE/FLEX)

EO N



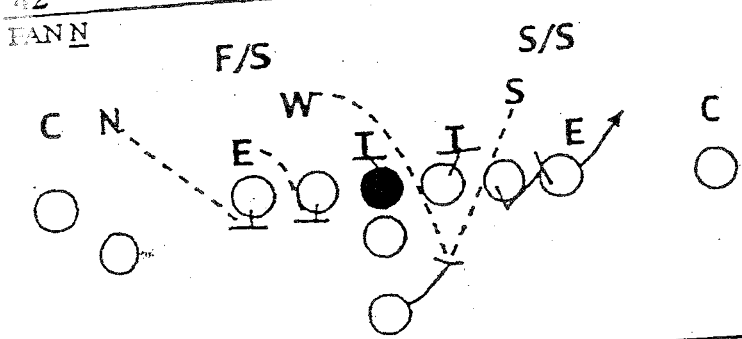
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LEO N



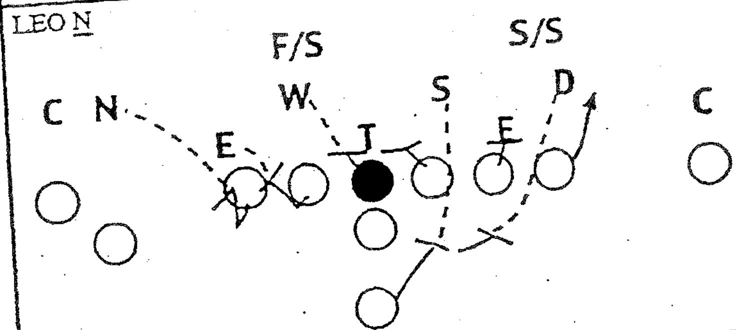
42 Under W

FAN N



4-2 Over S

LEO N

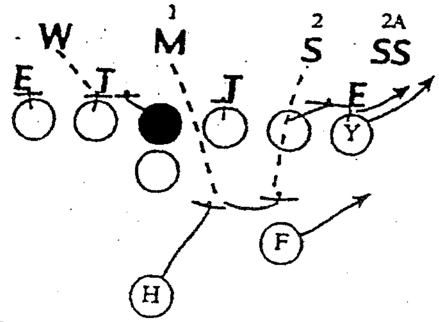


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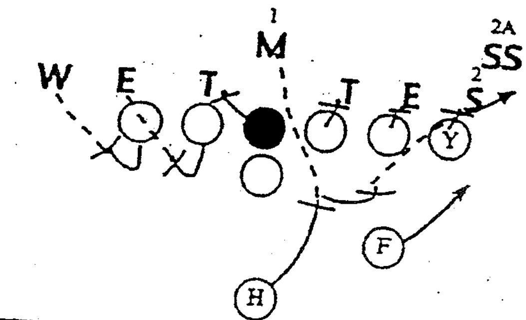
DESCRIPTION:		
THIS IS A 6 MAN NICKEL PROTECTION, A WEAKSIDE TURN AWAY FROM THE TE. IN FLEX AND DOUBLE, 'E LINE BLOCKS THE SLOT DEFENDER AND THE H ALS THE NEXT TWO DOGGERS OR BLITZERS. IN WINS THE LINE BLOCKS THE 1ST DOGGER OR BLITZER WEAK AND H DUALS THE NEXT TWO DOGGERS OR BLITZERS. Y IS HOT. THE QB TAKES A 5-7 STEP DROP.	QB	5-7 STEP DROP. HOT 2.
	F	RUN ROUTE.
	H	FLEX/DOUBLE - DUAL THE NEXT 2 DOGGERS OR BLITZERS INSIDE THE SLOT. TWINS - DUAL THE NEXT 2 DOGGERS OR BLITZERS INSIDE THE 1ST DOGGER OR BLITZER WEAK.

BACKSIDE		FRONTSIDE
	C	BLOCK #1 WEAK. ALERT ROCKO OR LEO, RAKE/LAWN. OVER DEFENSE BLOCK MAN. VS BEAR DOUBLE BLOW FIRE CALL.
BLOCK #2. ALERT TO HELP FROM CENTER. ALERT ROCKO/LEO, RAKE/LAWN, FAN TO SLOT.	G	IF UNCOVERED BLOCK #0, UNLESS FAN CALL FROM TACKLE VS OVER K.C. IF COVERED, BLOCK #1. ALERT "HARD" CALL VS MIKE MUG WHEN COVERED.
BLOCK #3. ALERT TO HELP FROM GUARD. ALERT ROCKO/LEO, RAKE/LAWN, FAN TO SLOT.	T	BLOCK DE. FAN VS OVER K.C. ALERT ANGLE CALL VS DE INSIDE.
	Y	RELEASE INTO ROUTE. HOT.

LAWN W

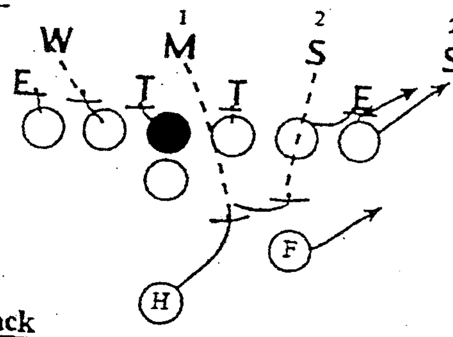


4-3 Stack



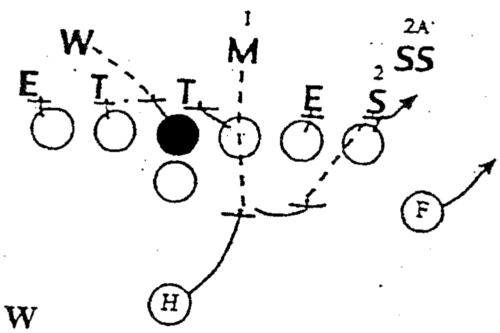
4-3

DRAG FAN W



4-3 Over Stack

M, LEO W



4-3 Under W

DESCRIPTION:

THIS IS A WEAKSIDE TURN AWAY FROM THE TE WITH THE LINE ACCOUNTING FOR THE WILL. THE H HAS DUAL READ FROM MIKE TO SAM TO S/S. IF A LB OES NOT RUSH HE IS FREE TO RELEASE. THE TE WILL CHIP HIS WAY OUT. THE QB WILL TAKE A 3 STEP DROP. VS SOLID DEFENSE THE LINE WITH FULL TURN FROM THE ONSIDE TACKLE. THE H HAS THE 1ST DEFENDER OUTSIDE THE ONSIDE TACKLE.

QB — 3 STEP DROP. NO S.A. HOT STRONG VS MIKE, SAM, DOG.

F — FREE RELEASE.

H — BLOCK MIKE TO SAM TO SS. VS SOLID BLOCK 1ST DEFENDER OUTSIDE THE ONSIDE TACKLE.

BACKSIDE

G — BLOCK #2. ALERT TO HELP FROM CENTER. ALERT ROCKO/LEO, RAKE/LAWN, RALPH/LESTER, FAN.

T — BLOCK #3. ALERT TO HELP FROM GUARD. ALERT ROCKO/LEO, RAKE/LAWN, RALPH/LESTER, FAN.

FRONTSIDE

C — BLOCK #1 WEAK. ALERT ROCKO OR LEO, RAKE/LAWN. OVER DEFENSE BLOCK MAN. VS BEAR ALERT RALPH/LESTER. VS BEAR DOUBLE BLOW FIRE

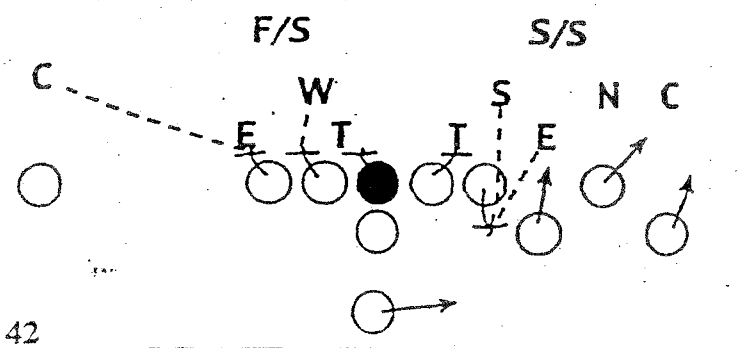
G — IF UNCOVERED BLOCK #0, UNLESS FAN CALL FROM TACKLE VS OVER K.C. IF COVERED BLOCK #1. ALERT "HARD" CALL VS MIKE MUG WHEN COVERED. VS BEAR ALERT RALPH/LESTER.

T — BLOCK DE. FAN VS OVER K.C. ALERT ANGLE CALL VS DE INSIDE. VS BEAR ALERT RALPH/LESTER.

Y — CHIP DEFENDER ON YOU ON YOUR WAY OUT. BEAR DEFENSE BLOCK YOUR WAY OUT.

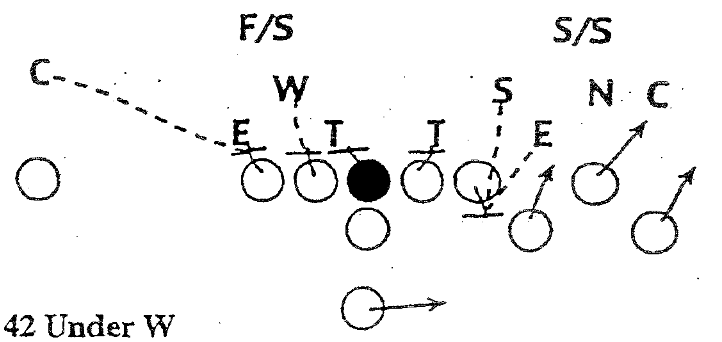
(N) PROTECTION: ACE HOT RT

ROT BIG DUAL, LEO W



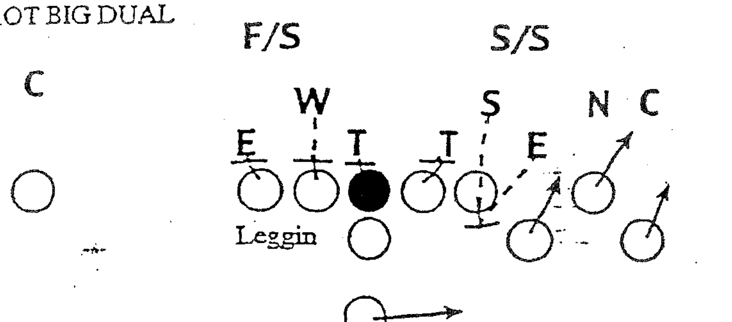
42

ROT BIG DUAL, LEO W



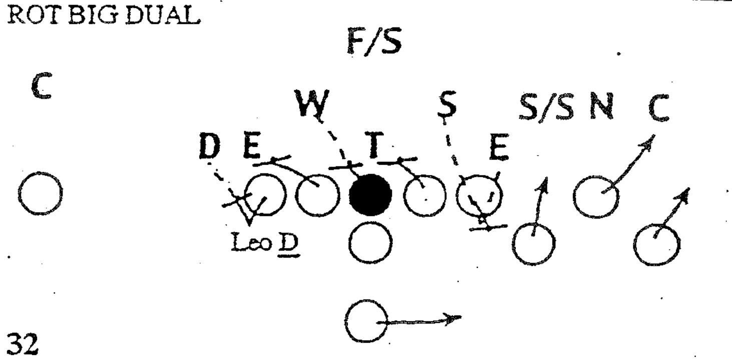
42 Under W

ROT BIG DUAL



42 Over S

ROT BIG DUAL



32

DESCRIPTION:

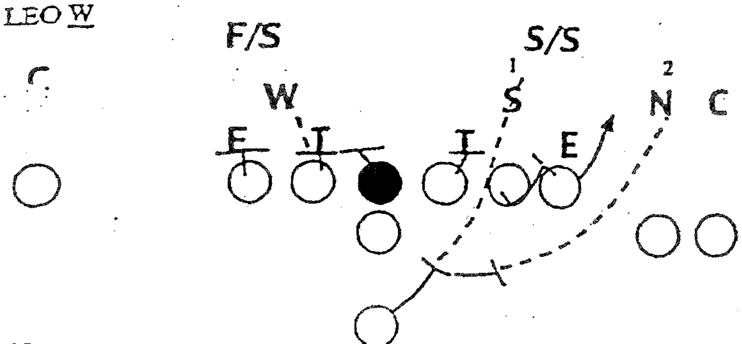
THIS IS A 5 MAN NICKEL PROTECTION. THE LINE BLOCKS THE 1ST DOGGER OR BLITZER WEAK AND THE ON GUARD AND TACKLE ARE RESPONSIBLE FOR THE 1ST TO 2ND DOGGER OR BLITZER CALLSIDE. H, Y, AND F FREE RELEASE. THE QB IS HOT OFF OF ONE AND TAKES A 3-5 STEP DROP.

QB	3-5 STEP DROP. HOT 1 TO CALLSIDE.
F	RUN ROUTE.
H	FREE RELEASE.

BACKSIDE		FRONTSIDE
	C	BLOCK #1 WEAK. ALERT ROCKO OR LEO, RAKE/LAWN. OVER DEFENSE BLOCK MAN. VS BEAR DOUBLE BLOW FIRE CALL.
BLOCK #1. ALERT TO HELP FROM CENTER. ALERT ROCKO/LEO, RAKE/LAWN, FAN.	G	IF UNCOVERED, BLOCK #0, UNLESS FAN CALL FROM TACKLE VS OVER K.C. IF COVERED, BLOCK #1. ALERT "IN" CALL VS 1ST OR 2ND DOGGER OR BLITZER MUG WHEN COVERED.
BLOCK #2. ALERT TO HELP FROM GUARD. ALERT ROCKO/LEO, RAKE/LAWN, FAN..	T	BIG DUAL. FAN VS OVER K.C. ALERT LESTER, IN CALLS.
	Y	RELEASE INTO ROUTE.

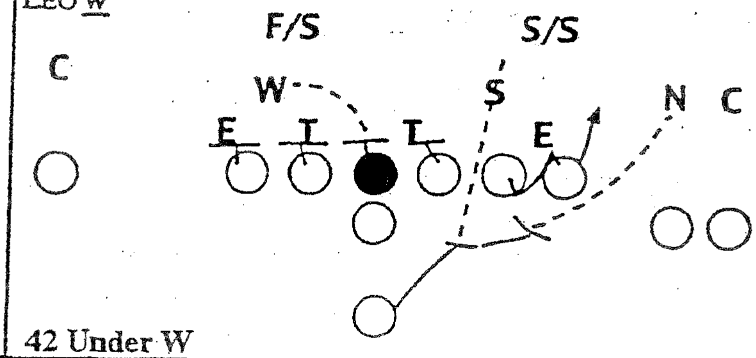
PROTECTION: ACE RT/LT (TWINS) TURN

LEO W



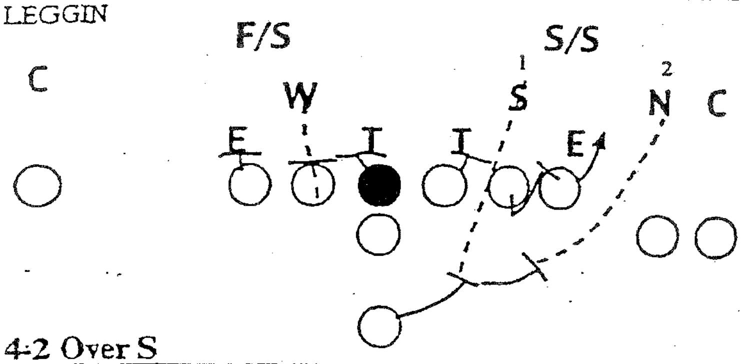
42

LEO W



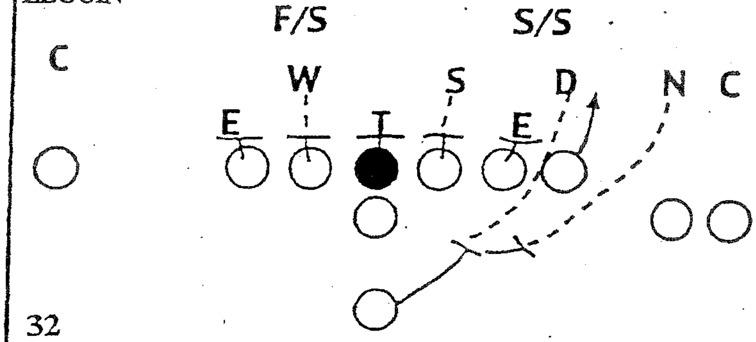
42 Under W

LEGGIN



4-2 Over S

LEGGIN



32

DESCRIPTION:

THIS IS A 6 MAN NICKEL PROTECTION, A WEAK SIDE TURN AWAY FROM THE TE. IN FLEX AND DOUBLE - E LINE BLOCKS THE SLOT DEFENDER AND THE H ALS THE NEXT TWO DOGGERS OR BLITZERS. IN WINS THE LINE BLOCKS THE 1ST DOGGER OR BLITZER WEAK AND H DUALS THE NEXT TWO DOGGERS OR BLITZERS. Y IS HOT. THE QB TAKES A 5 OR 7 STEP DROP.

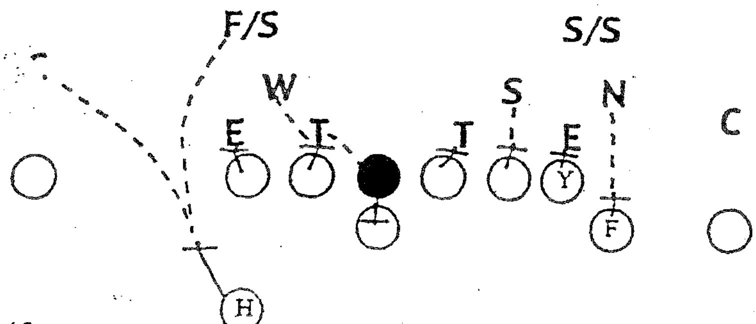
QB	5-7 STEP DROP. HOT 2 CALLSIDE. S.A. 4 AWAY FROM CALL.
F	RUN ROUTE.
H	FLEX/DOUBLE - DUAL THE NEXT TWO DOGGERS OR BLITZERS INSIDE THE SLOT. TWINS - DUAL THE NEXT TWO DOGGERS OR BLITZERS INSIDE THE 1ST DOGGER OR BLITZER WEAK.

BACKSIDE		FRONTSIDE
	C	BLOCK #1 WEAK. ALERT ROCKO OR LEO, RAKE/LAWN. OVER DEFENSE BLOCK MAN. VS BEAR DOUBLE BLOW FIRE CALL.
BLOCK #2. ALERT TO HELP FROM CENTER. ALERT ROCKO/LEO, RAKE/LAWN, FAN TO SLOT.	G	IF UNCOVERED BLOCK #0, UNLESS FAN CALL FROM TACKLE VS OVER K.C. IF COVERED, BLOCK #1. ALERT "HARD" CALL VS MIKE MUG WHEN COVERED.
BLOCK #3. ALERT TO HELP FROM GUARD. ALERT ROCKO/LEO, RAKE/LAWN, FAN TO SLOT.	T	BLOCK DE. FAN VS OVER K.C. ALERT ANGLE CALL VS DE INSIDE.
	Y	RELEASE INTO ROUTE. HOT

(N) PROTECTION: OTTO LT/RT

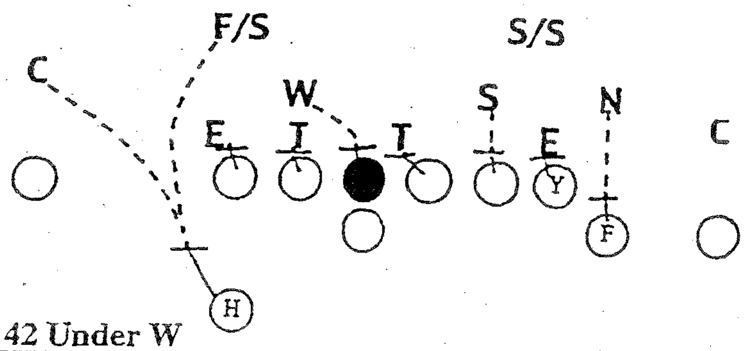
MAX

SQUEEZE S, HOLE W



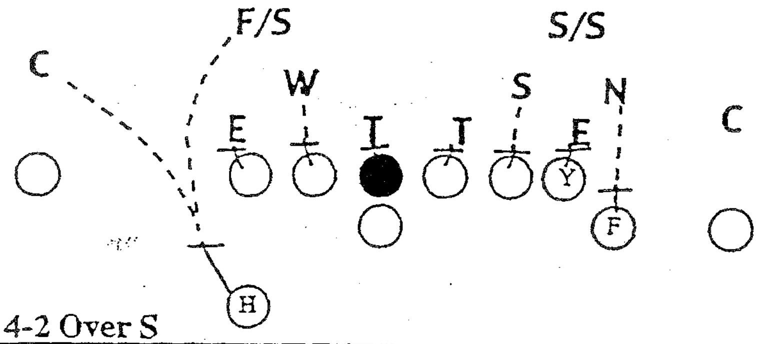
42

SQUEEZE S, LION W



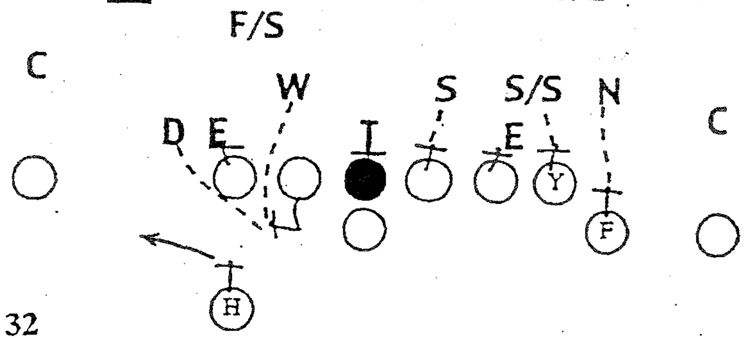
42 Under W

SQUEEZE S, LEGGIN



4-2 Over S

CHECK LIZ, H & LOG DBL READ, CHECK ZONE



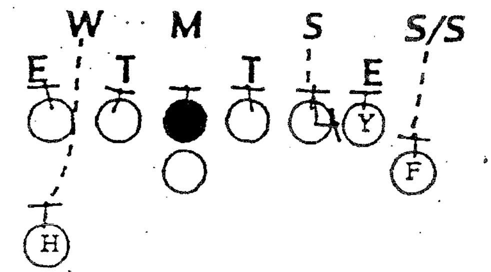
32

DESCRIPTION:		
THIS IS AN 8 MAN 'MAX' PROTECTION, CALLED TO THE WEAK SIDE. USED VS NICKEL AND 8 MAN FRONT PROBLEMS. THERE ARE NO HOTS OR SIGHT ADJUSTMENTS. THE LINE BLOCKS THE 1ST DOGGER OR BLITZER TO THE CALL SIDE AND H HAS THE 2ND. WITH A 7 MAN BOX THE OC WILL CALL CHECK LIZ/RIP AND FOLLOW THE MIKE. THE H BLOCKS THE WILL. WE COMMIT 4 BLOCKERS BACKSIDE. Y BLOCKS #3 AND F BLOCKS #4. THE QB WILL TAKE A 7 STEP DROP.	QB	7 STEP DROP. NO HOT OR S.A.
	F	BLOCK #4.
	H	BLOCK 2ND DOGGER OR BLITZER (#4). ALERT CHECK LIZ/RIP, BLOCK WILL.

BACKSIDE		FRONTSIDE
	C	BLOCK 1ST DOGGER OR BLITZER CALL SIDE. VS 7 MAN BOX CHECK LIZ/RIP AND BLOCK #0 TO MIKE.
BLOCK #1. IF #1 IS A LB, ALERT RAM/LION, RIGGIN/LEGGIN. ALERT SQUEEZE, SWOOP CALLS. ALERT HARD.	G	BLOCK #1. ALERT DBL READ WITH H ON CHECK LIZ/RIP. ALERT RAY/LENNY, RAKE/LAWN CALLS. ALERT HARD.
BLOCK #2. ALERT SQUEEZE, CHECK ZONE, SWOOP CALLS.	T	BLOCK #2. IF #2 A LBER, BLOCK #3.
BLOCK #3. ALERT SQUEEZE, CHECK ZONE, SWOOP CALLS.	Y	

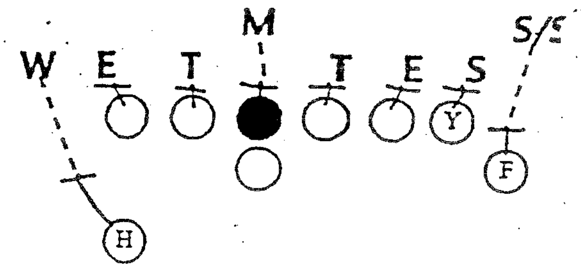
PROTECTION: OTTO LT/RT (CHECK LIZ/RIP)

CHECK LIZ, HOLE M, SQUEEZE S



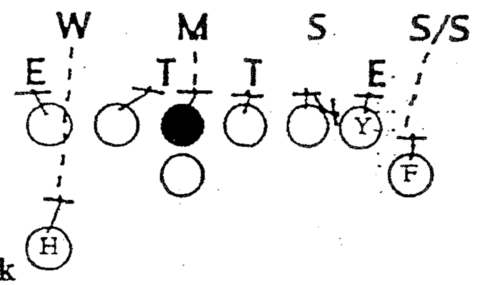
4-3 Stack

CHECK LIZ, HOLE M



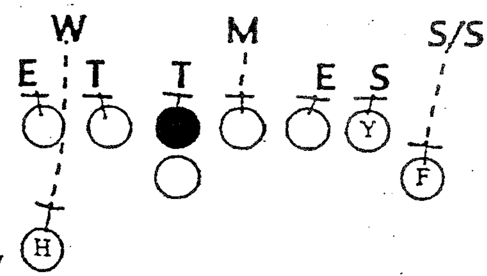
4-3

CHECK LIZ, RAM M, SQUEEZE S



4-3 Over Stack

CHECK LIZ, RIGGIN, CHECK ZONE



4-3 Under W

DESCRIPTION:

THIS IS AN 8 MAN 'MAX' PROTECTION, CALLED TO THE WEAK SIDE. USED VS NICKEL AND 8 MAN FRONT PROBLEMS. THERE ARE NO HOTS OR SIGHT ADJUSTMENTS. THE LINE BLOCKS THE 1ST DOGGER OR BLITZER TO THE CALL SIDE AND H HAS THE 2ND. WITH A 7 MAN BOX THE OC WILL CALL CHECK LIZ/RIP AND FOLLOW THE MIKE. THE H BLOCKS THE WILL. WE COMMIT 4 BLOCKERS BACKSIDE. Y BLOCKS #3 AND F BLOCKS #4. THE QB WILL TAKE A 7 STEP DROP.

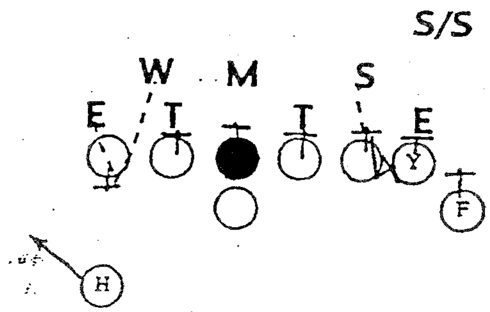
QB	7 STEP DROP. NO HOT OR S.A.
F	BLOCK #4.
H	BLOCK WILL TO FS TO C. ALERT HARD, FAN.

BACKSIDE		FRONTSIDE
	C	BLOCK 1ST DOGGER OR BLITZER CALL SIDE. VS MAN BOX CHECK LIZ/RIP AND BLOCK #0 TO MIK
BLOCK #1. ALERT RIGGIN, LEGGIN. ALERT RAY, LENNY CALLS. ALERT SQUEEZE CALL.	G	BLOCK #1. ALERT RIGGIN, LEGGIN, RAY, LENNY CA ALERT FAN. ALERT "HARD" CALL.
BLOCK #2. ALERT SQUEEZE, CHECK ZONE, SWOOP CALLS.	T	BLOCK #2. IF #2 A LBER, CALL FAN & BLOCK #3.
BLOCK #3. ALERT SQUEEZE, CHECK ZONE, SWOOP CALLS.	Y	

PROTECTION: SCRAM LT/RT

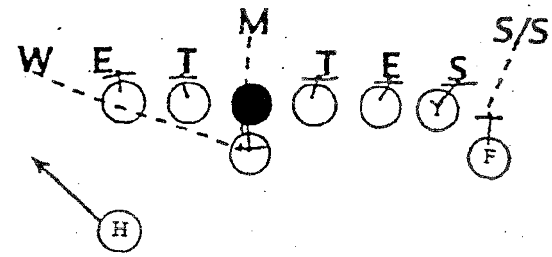
WEAKSIDE DUAL

LOT BIG DUAL, HOLE M, SQUEEZE S



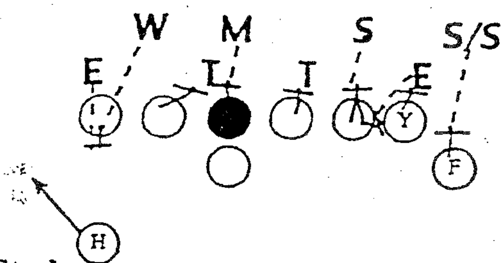
43 Stack

POP L, CHECK ZONE



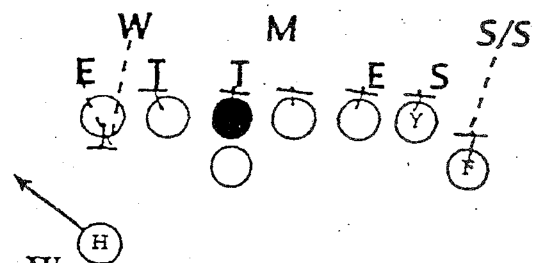
4-3

LOT BIG DUAL, HOLE RAM, SQUEEZE S



4-3 Over Stack

LOT BIG DUAL, RIGGIN



4-3 Under W

DESCRIPTION:

THIS IS A 7 MAN PROTECTION, WITH A WEAKSIDE DUAL BY THE UNCOVERED OFFENSIVE LINEMAN. H HAS A FREE RELEASE AND IS HOT. UNCOVERED LINEMAN WILL DUAL FROM MIKE TO WILL TO ANY BLITZING DB CALLSIDE. WE COMMIT 4 BLOCKERS BACKSIDE. Y BLOCKS #3, F BLOCKS #4. QB 5 STEP DROP.

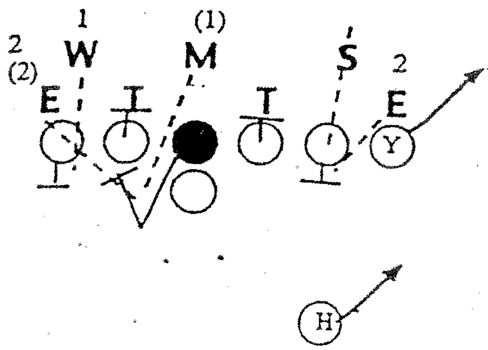
QB	5 STEP DROP. HOT 2 WEAK.
F	BLOCK #4.
H	FREE RELEASE - HOT.

BACKSIDE		FRONTSIDE
	C	MAKE RIGHT OR LEFT CALL TO PROTECTION SIDE BLOCK #0 TO MIKE. IF UNCOVERED, POP FROM MIK TO WILL TO DB. ALERT HOLE, RAY. LENNY.
BLOCK #1. ALERT RIGGIN, LEGGIN. ALERT RAY, LENNY CALLS. ALERT SQUEEZE CALL.	G	BLOCK #1. IF UNCOVERED DUAL FROM MIKE TO WII TO DB. ALERT "IN" CALL.
BLOCK #2. ALERT SQUEEZE, CHECK ZONE, SWOOP CALLS.	T	BLOCK #2. ALERT BIG DUAL IF #2 IS LBER. ALERT I IF LB MUGS INSIDE.
BLOCK #3. ALERT SQUEEZE, CHECK ZONE, SWOOP CALLS.	Y	

PROTECTION: GONE RT/LT

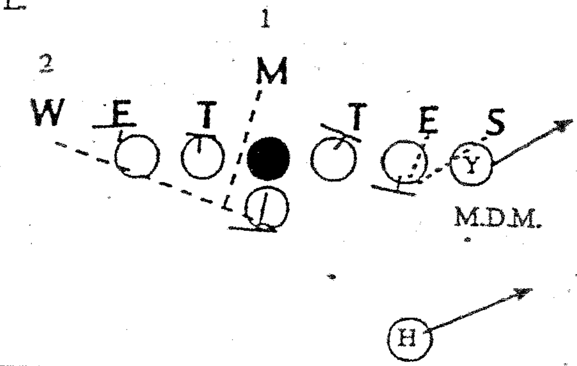
HOT

ROT, LOT BIG DUAL, POP L



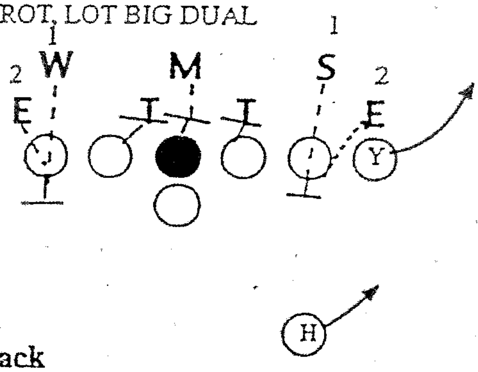
4-3 Stack

POP L.



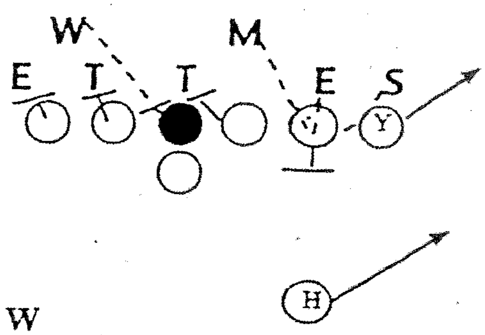
4-3

HOLE RAM, ROT, LOT BIG DUAL



4-3 Over Stack

LEO W - ROT BIG DUAL



4-3 Under W

DESCRIPTION:

THIS IS A 5 MAN PROTECTION USING DUALS STRONG AND WEAK SIDE. WE WILL TURN VS. UNDER WITH WILL IN THE BOX. Y AND H HAVE A FREE RELEASE.

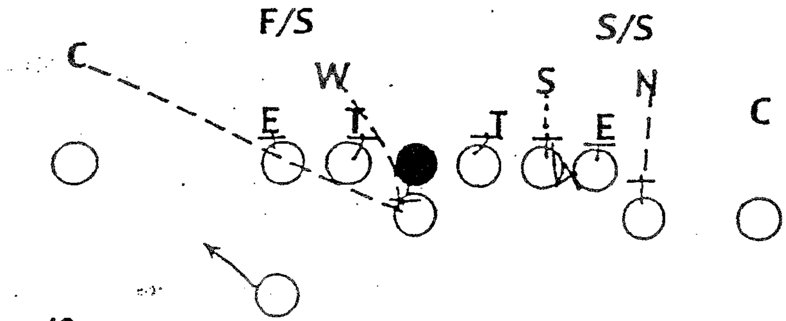
QB	5 - 7 STEP DROP. POSSIBLE HOT TO BOTH SIDES.
F	FREE RELEASE.
H	FREE RELEASE.

BACKSIDE		FRONTSIDE
	C	COVERED - BLOCK COVERED. UNDER - VS. WILL IN BOX TURN TO WILL ROCKO/LEO VS. WILL OUT OF BOX BLOCK. MAN AND ON G. DUAL. UNCOVERED-POP WEAK SOLID - BLOCK MAN, VS. MIKE OVER BALL RALPH / LESTER
COVERED BLOCK COVERED. UNCOVERED - DUAL ALERT ROCKO/LEO.	G	COVERED - BLOCK COVERED. UNCOVERED - DUAL ALERT DUAL OR ROCKO/LEO VS. UNDER.
COVERED - BLOCK COVERED ALERT M.D.M. UNCOVERED - BIG DUAL. ALERT ROCKO/LEO.	T	COVERED BLOCK COVERED. ALERT M.D.M. UNCOVERED BIG DUAL.
	Y	RELEASE INTO PATTERN.

PROTECTION: SCRAM LT/RT

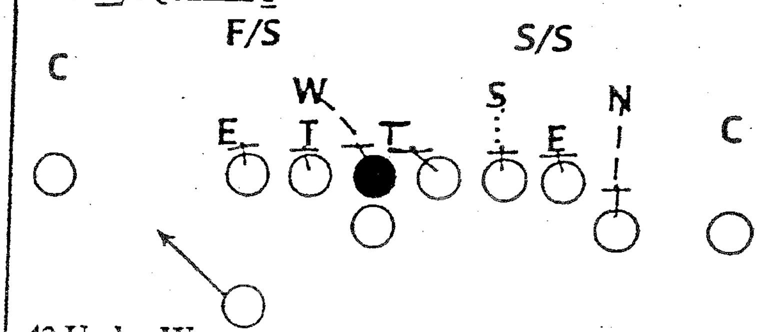
WEAKSIDE DUAL

POP L, SQUEEZE S



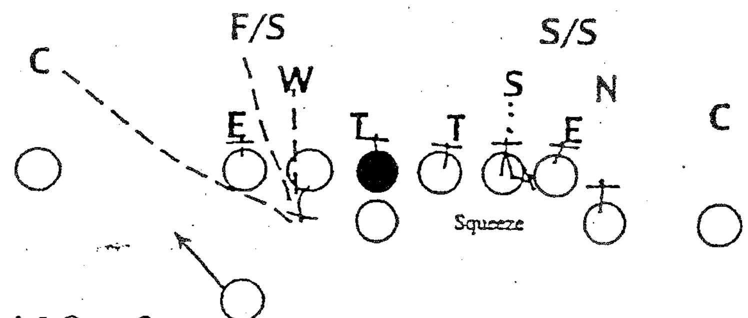
42

LION W, SQUEEZE S



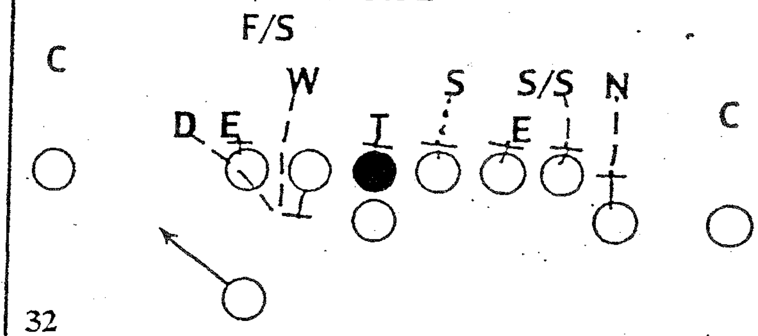
42 Under W

LG DUAL



4-2 Over S

LG DUAL, RIGGIN, CHECK ZONE



32

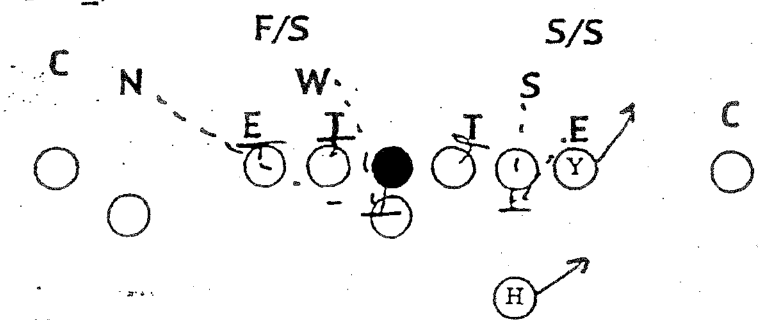
DESCRIPTION:

THIS IS A 7 MAN NICKEL PROTECTION, WITH A WEAKSIDE DUAL BY THE UNCOVERED OFFENSIVE INEMAN. H HAS A FREE RELEASE AND IS HOT. THE INE WILL DUAL. THE 1ST TO 2ND DOGGER OR BLITZER CALLSIDE. WE COMMIT 4 BLOCKERS BACKSIDE. Y BLOCKS #3, F BLOCKS #4. QB 5 STEP DROP.

QB	5 STEP DROP. HOT 2 WEAK.
F	BLOCK #4.
H	FREE RELEASE - HOT.

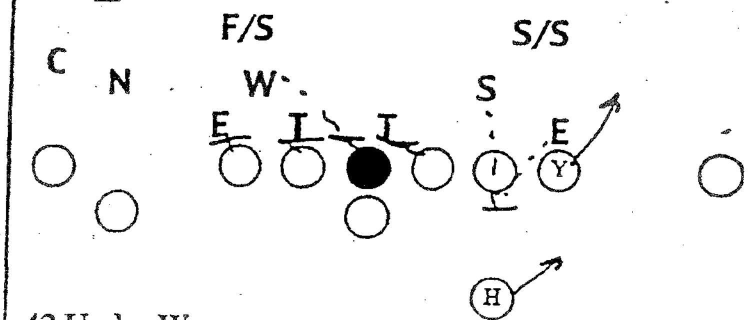
BACKSIDE		FRONTSIDE
	C	BLOCK #0 TO MIKE. UNCOVERED, DUAL. 1ST TO 2ND DOGGER OR BLITZER CALLSIDE. ALERT HOLE, RAY, LENNY, RAM, LION, RAKE, LAWN, POP R/L.
BLOCK #1. IF #1 IS A LB, ALERT RAM/LION, RIGGIN/LEGGIN. ALERT SQUEEZE, SWOOP CALLS. ALERT HARD.	G	BLOCK #1. IF UNCOVERED DUAL FROM 1ST TO 2ND DOGGER OR BLITZER CALLSIDE. ALERT RAY, LENNY, RAM, LION, RAKE, LAWN.
BLOCK #2. ALERT SQUEEZE, CHECK ZONE, SWOOP CALLS.	T	BLOCK #2. ALERT BIG DUAL IF #2 IS LBER. ALERT RAM, LION, RAKE, LAWN.
BLOCK #3. ALERT SQUEEZE, CHECK ZONE, SWOOP CALLS.	Y	

POP L, ROT BIG DUAL



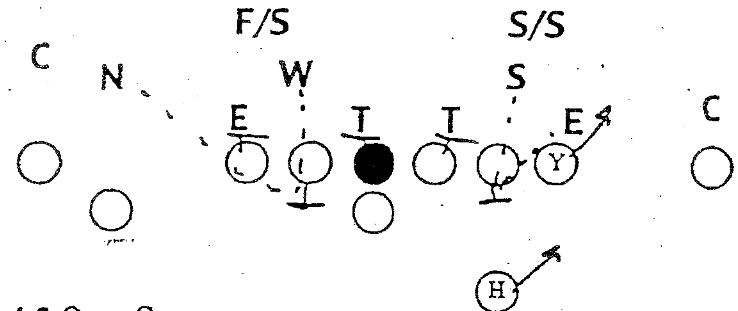
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LION W, ROT BIG DUAL



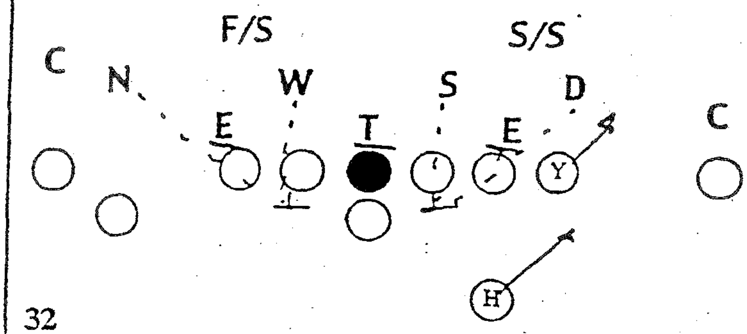
42 Under W

LG DUAL, ROT BIG DUAL



4-2 Over S

ROG/LOG DUAL



32

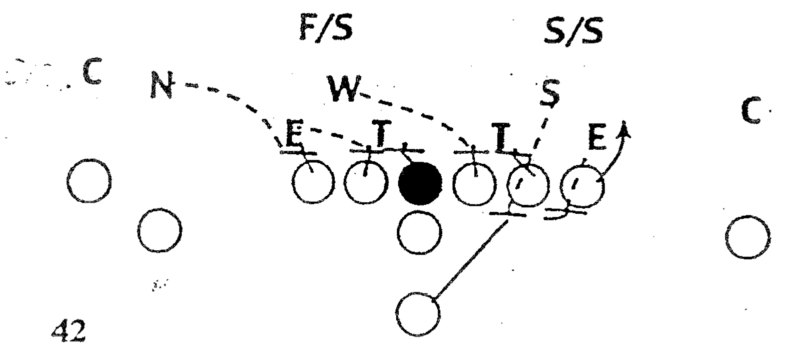
DESCRIPTION:

THIS IS A 5 MAN NICKEL PROTECTION USING DUALS STRONG AND WEAKSIDE. WE WILL TURN VS UNDER WITH WILL IN THE BOX. Y AND H HAVE A FREE RELEASE.

QB	5-7 STEP DROP. POSSIBLE HOT TO BOTH SIDES.
F	FREE RELEASE
H	FREE RELEASE.

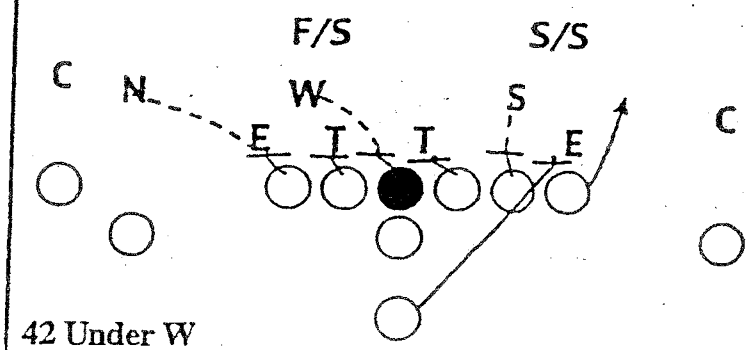
BACKSIDE		FRONTSIDE
	C	COVERED, BLOCK COVERED. UNDER - VS WILL IN BOX, TURN TO WILL ROCKO/LEO; VS WILL OUT OF BOX, BLOCK MAN AND ON G DUAL. UNCOVERED, POP WEAK. SOLID - BLOCK MAN, VS LB OVER BALL LESTER.
COVERED, BLOCK COVERED. UNCOVERED, DUAL ALERT ROCKO/LEO.	G	COVERED, BLOCK COVERED. UNCOVERED, DUAL ALERT DUAL OR ROCKO/LEO VS UNDER.
COVERED, BLOCK COVERED. ALERT MDM. UNCOVERED, BIG DUAL. ALERT ROCKO/LEO.	T	COVERED, BLOCK COVERED. ALERT MDM. UNCOVERED, BIG DUAL.
	Y	RELEASE INTO PATTERN.

LEO N, DEUCE W



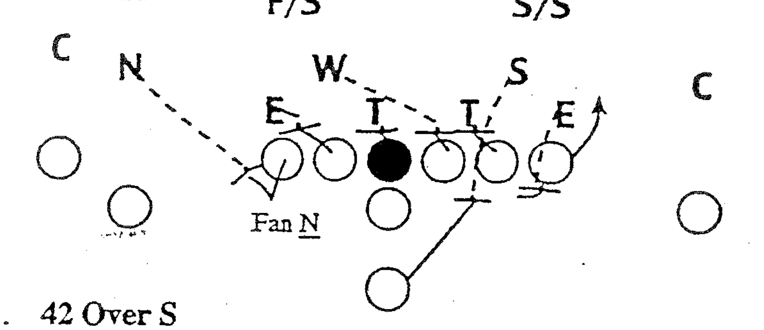
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LEO N



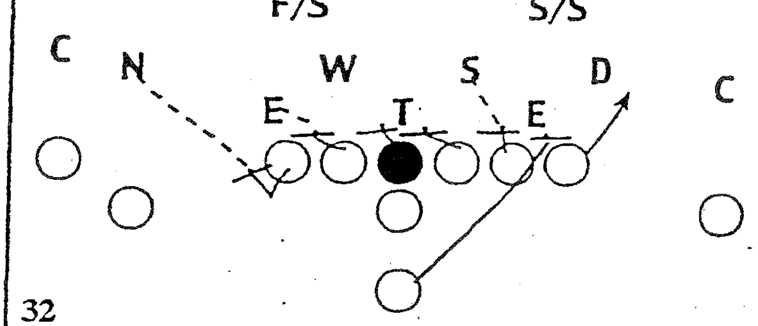
42 Under W

LESTER W



42 Over S

LEO N



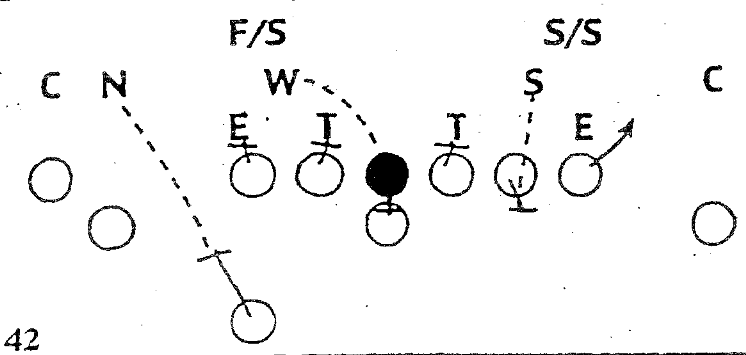
32

DESCRIPTION:		
THIS IS A 6 MAN NICKEL, FULL TURN PROTECTION, AWAY FROM THE CALLSIDE. IN FLEX AND DOUBLE THE LINE BLOCKS THE SLOT DEFENDER AND THE ONSIDE GUARD AND TACKLE ARE RESPONSIBLE FOR THE NEXT DOGGER OR BLITZER. WE ARE AGGRESSIVE ONSIDE. H BLOCKS THE FIRST DEFENDER ON OR TO THE OUTSIDE OF THE ONSIDE TACKLE. THE QB WILL SET 3-5 STEPS.	QB	3-5 STEP DROP.
	F	RUN ROUTE. HOT.
	H	CUT FIRST DEFENDER ON OR TO THE OUTSIDE OF THE ONSIDE TACKLE.

BACKSIDE		FRONTSIDE
	C	BLOCK #1 WEAK. ALERT ROCKO OR LEO, RAKE/LAWN. OVER DEFENSE & BEAR DEFENSE ALERT RALPH/LESTER.
BLOCK #2. ALERT TO HELP FROM CENTER. ALERT ROCKO/LEO, RAKE/LAWN, FAN TO SLOT.	G	BLOCK #0. IF COVERED CHIP DT TO MIKE. ALERT DEUCE, RALPH, LESTER.
BLOCK #3. ALERT TO HELP FROM GUARD. ALERT ROCKO/LEO, RAKE/LAWN, FAN TO SLOT.	T	BLOCK #1. IF OG BUBBLE SET ON INSIDE NUMBER OF 5 TECH AND BLOCK "B" GAP. ALERT DEUCE, RALPH, LESTER, GAP IT.
	Y	FREE RELEASE.

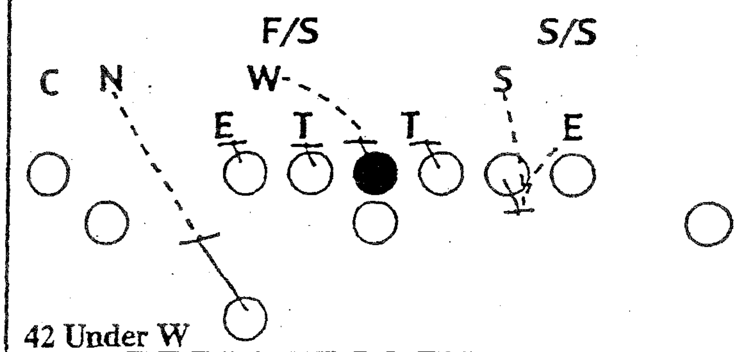
(N) PROTECTION: RAY/LOU (DOUBLE) — CALL SIDE HOT

ROT BIG DUAL, HOLE W



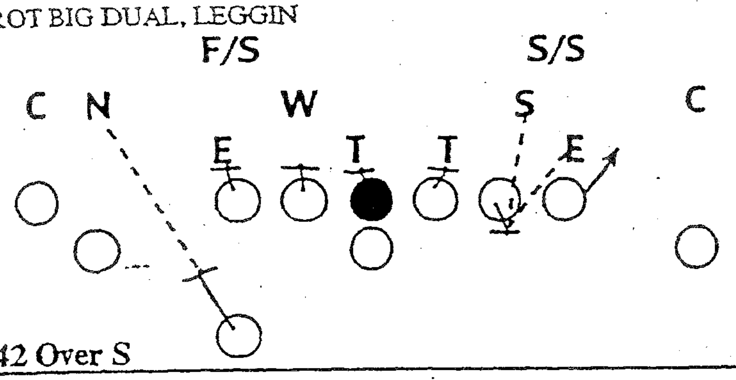
42

ROT BIG DUAL, LION W



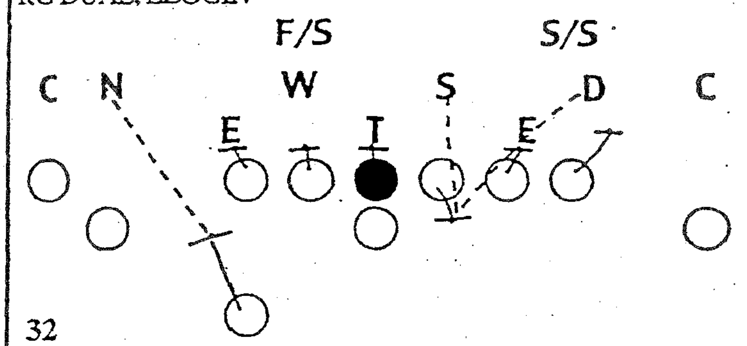
42 Under W

ROT BIG DUAL, LEGGIN



42 Over S

RG DUAL, LEGGIN



32

DESCRIPTION:

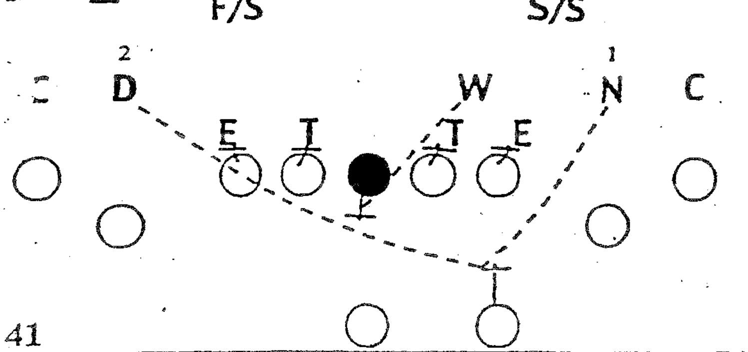
THIS IS A 6 MAN NICKEL PROTECTION. WE ARE HOT OFF THE 1ST DOGGER OR BLITZER CALLSIDE, EXCLUDING MIKE. THE LINE WILL BLOCK THE 1ST DOGGER OR BLITZER INCLUDING MIKE AWAY FROM CALLSIDE. THE ON "T" WILL BIG DUAL READ. H, TO CALLSIDE, FREE RELEASE AND IS HOT. H, AWAY FROM CALLSIDE, WILL BLOCK THE 2ND DOGGER OR BLITZER. Y, TO CALLSIDE, WILL FREE RELEASE AND IS HOT. Y, AWAY FROM CALLSIDE, WILL BLOCK THE 2ND DOGGER OR BLITZER. THE QB WILL TAKE A 5-7 STEP DROP.

QB	5-7 STEP DROP. HOT 1 TO CALLSIDE.
F	RUN ROUTE.
H	BLOCK THE 2ND DOGGER OR BLITZER VS SOLID BLOCK STACK BACK DOGGER OR BLITZER.

BACKSIDE		FRONTSIDE
	C	BLOCK #0 TO MIKE. UNCOVERED, BLOCK 1ST DOGGER OR BLITZER AWAY FROM CALLSIDE. ALERT HOLE, RAY, LENNY, RAM, LION, RAKE, LAWN, RIGGIN, LEGGIN.
BLOCK #1. ALERT RAY, LENNY, RAM, LION, RAKE, LAWN RIGGIN, LEGGIN.	G	BLOCK #1. UNCOVERED, BLOCK 1ST LBER AWAY FROM CALLSIDE, LEAVE 1 FOR HOT AND CALL RAM/LION (EXCLUDING MIKE). VS 32 DUAL.
BLOCK #2. IF #2 LBER, BLOCK #3. ALERT RAKE, LAWN.	T	COVERED, BLOCK COVERED. ALERT M.D.M. UNCOVERED, BIG DUAL.
	Y	FREE RELEASE. ALERT HOT.

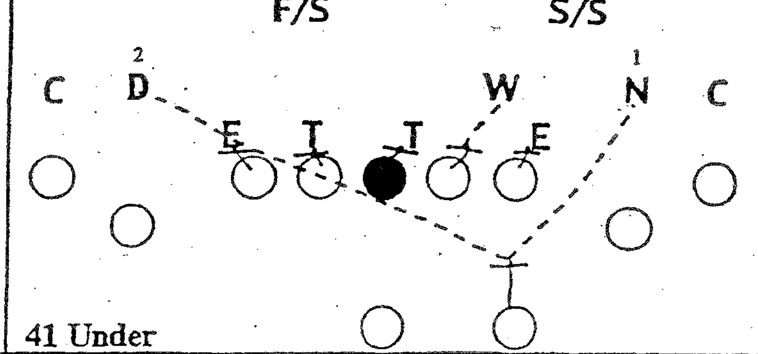
(N) PROTECTION: SCAN RT/LT

HOLE W



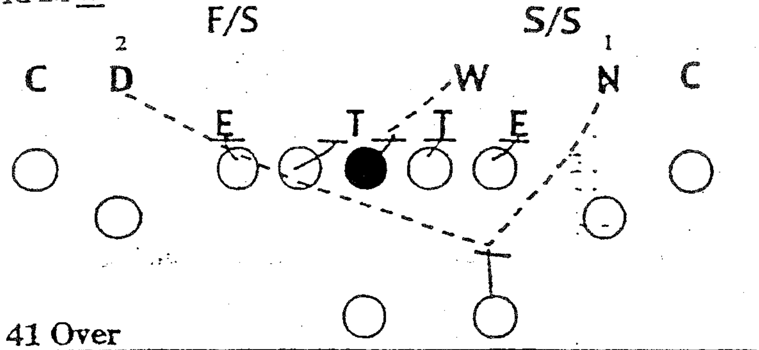
41

RIGGIN



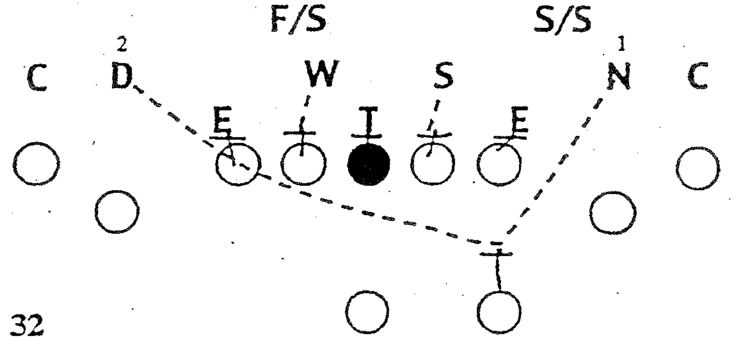
41 Under

RAM W



41 Over

RIGGIN, LEGGIN



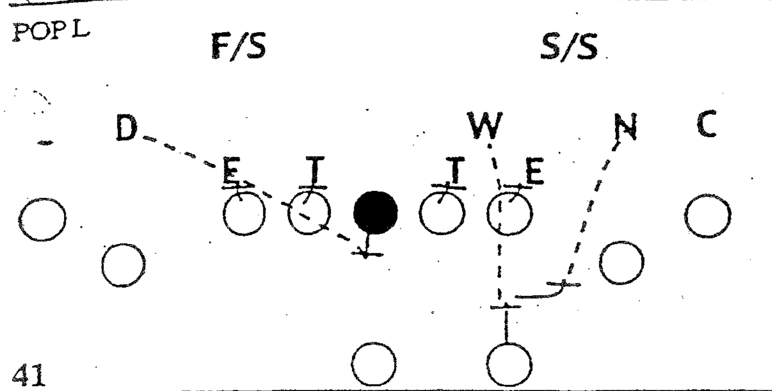
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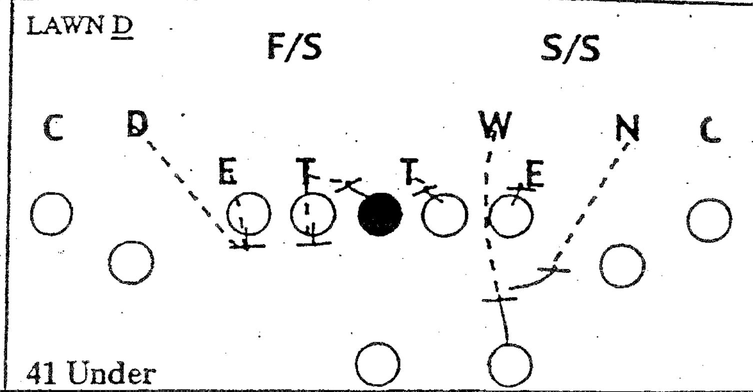
DESCRIPTION:

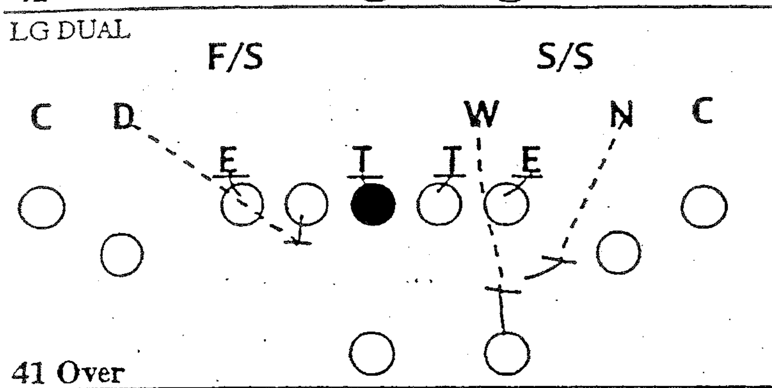
THIS IS A 6 MAN NICKEL PROTECTION. THE LINE IS RESPONSIBLE FOR THE 4 DOWN & WILL. H SCANS THE 1ST OUTSIDE DOGGER OR BLITZER CALLSIDE O THE 1ST OUTSIDE DOGGER OR BLITZER BACKSIDE. THE PRIMARY SIGHT ADJUST IS AWAY FROM THE CALL. VERSUS 42 DEFENSE THE LINE IS RESPONSIBLE FOR THE BACKSIDE DEFENDER AT LBER LEVEL. H BLOCKS THE 1ST TO 2ND DOGGER OR BLITZER CALLSIDE TO THE 1ST OUTSIDE DOGGER OR BLITZER BACKSIDE. THE QB WILL TAKE 3, 5, 7 STEP DROP.

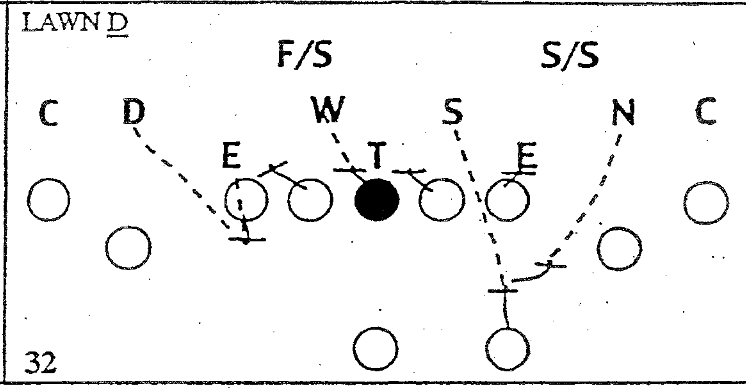
QB	3, 5, 7 STEP DROP.
F	RUN ROUTE.
H	SCAN THE 1ST OUTSIDE DOGGER OR BLITZER CALLSIDE TO THE 1ST OUTSIDE DOGGER OR BLITZER BACKSIDE. VERSUS SOLID BLOCK STACK BACK DOGGER OR BLITZER.

BACKSIDE		FRONTSIDE
	C	BLOCK #0 TO WILL. ALERT HOLE, RAY/LENNY, RAM/LION, RAKE/LAWN.
BLOCK #1. ALERT HOLE, RAY/LENNY, RAM/LION, RAKE/LAWN, RIGGIN/LEGGIN.	G	BLOCK #1, ALERT HOLE, RAY/LENNY, RAM/LION, RAKE/LAWN, RIGGIN/LEGGIN.
BLOCK #2. IF #2 IS A LBER, BLOCK #3. ALERT RAM/LION, RAKE/LAWN.	T	BLOCK #2. IF #2 A LBER, BLOCK #3. ALERT RAM/LION, RAKE/LAWN.
	Y	RUN ROUTE.







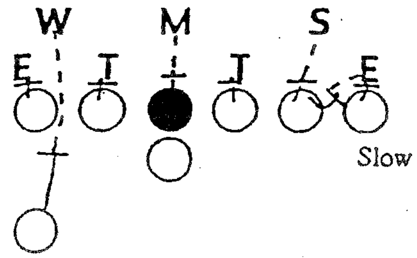


DESCRIPTION:		
THIS IS A 6 MAN NICKEL PROTECTION WITH A WEAKSIDE DUAL. THE LINE WILL DUAL THE 1ST & 2ND DOGGER OR BLITZER AWAY FROM CALLSIDE. VS 3-2 AND UNDER DEFENSE THE LINE WILL TURN TO THE SLOT DEFENDER. H BLOCKS THE 1ST TO 2ND DOGGER OR BLITZER CALLSIDE. Y PRIMARY SIGHT ADJUST OFF OF EITHER SAFETY HIS SIDE. F SIGHT ADJUST OFF OF 2ND SAFETY HIS SIDE. VS 41 DEFENSE WITH WILL ALIGNED BACKSIDE AWAY FROM THE CALL, HE BELONGS TO THE LINE, H WILL SCAN FROM 1ST SAFETY HIS SIDE TO THE 1ST SAFETY OPPOSITE SIDE. THE QB POINTS TO F AND MAKES HIM THE PRIMARY SIGHT ADJUST SIDE. THE QB WILL TAKE A 3, 5, 7 STEP DROP.	QB	3, 5, 7 STEP DROP.
	F	RUN ROUTE.
	H	BLOCK 1ST TO 2ND DOGGER OR BLITZER. VS 41 WITH WILL BACKSIDE SCAN THE 1ST SAFETY CALLSIDE TO THE 1ST SAFETY BACKSIDE.

BACKSIDE		FRONTSIDE
	C	UNCOVERED, DUAL 1ST TO 2ND DOGGER OR BLITZER AWAY FROM CALLSIDE. VS OVER BLOCK MAN. VS 32 AND UNDER TURN TO SLOT. ALERT POP R/L, RAY/LENNY, ROCKO/LEO, RAKE/LAWN.
BLOCK #1. IF UNCOVERED DUAL FROM 1ST TO 2ND DOGGER OR BLITZER. ALERT RAY, LENNY, RAM, LION, RAKE, LAWN.	G	BLOCK #1. UNCOVERED BLOCK 1ST LBER BACKSIDE, LEAVE 1 FOR THE BACK AND CALL RAM/LION.
BLOCK #2. ALERT BIG DUAL IF #2 IS LBER. ALERT RAM, LION, RAKE, LAWN.	T	BLOCK #2. IF #2 IS A LBER, BLOCK #3.
	Y	RUN ROUTE.

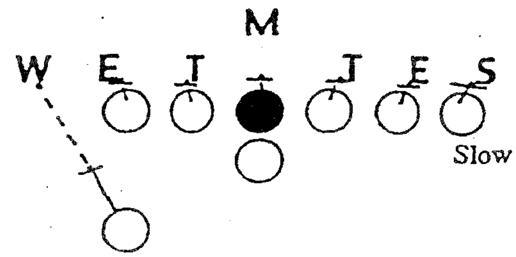
PROTECTION: LIZ/RIP (NICKEL & POSSE) BAS

SQUEEZE S, HOLE



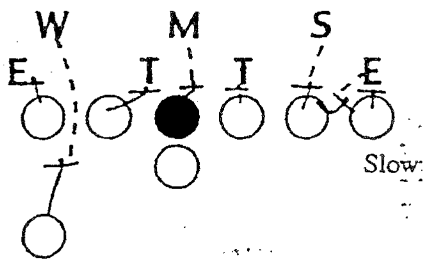
4-3 Stack

CHECK ZONE SS, HOLE



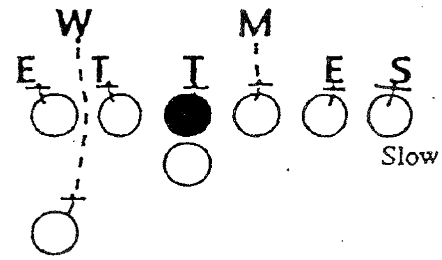
4-3

SQUEEZE S, HOLE RAM



4-3 Over Stack

CHECK ZONE SS, RIGGIN



4-3 Under W

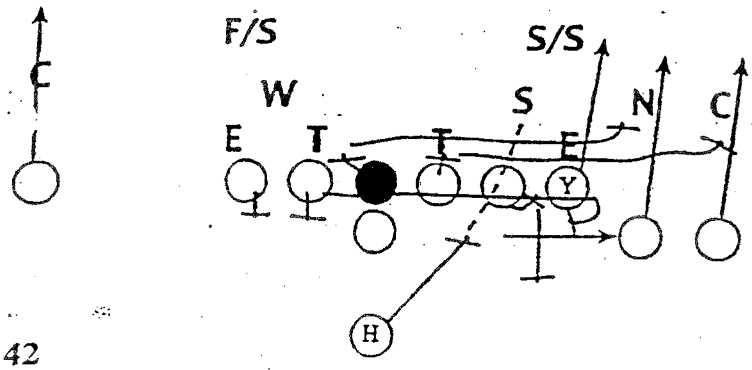
DESCRIPTION:

THIS IS OUR BASIC PROTECTION WITH THE TE & REMAINING BACK HAVING BLOCKING RESPONSIBILITY FOR THE SAM & WILL. IF SAM AND/OR WILL DO NOT RUSH, TE AND REMAINING BACK ARE FREE TO RELEASE INTO THE PATTERN. THERE ARE NO DUAL READS OR HOT RECEIVER.

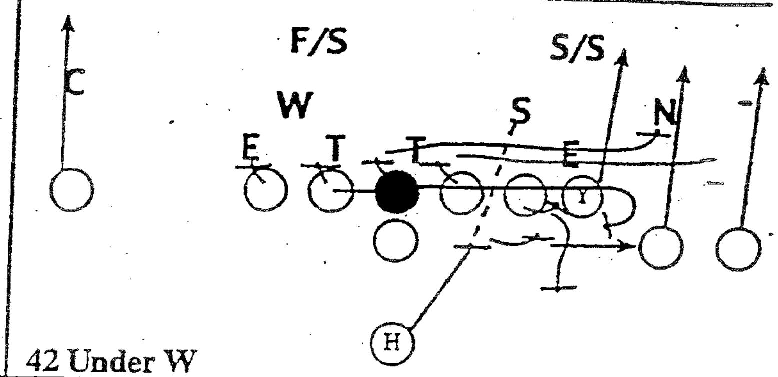
QB	USUALLY 7 STEP DROP. S.A. WEAKSIDE SECONDAI BLITZ.
F	FREE RELEASE.
H	BLOCK WILL, TO F/S TO C. ALERT HARD, FAN.

BACKSIDE		FRONTSIDE
	C	MAKE RIGHT/LEFT CALL TO PROTECTION SIDE. BLOCK #0 TO MIKE. IF UNCOVERED, BLOCK MIKE WITH HOLE, RAY, LENNY CALLS. IF COVERED, ALERT RIGGIN, LEGGIN.
BLOCK #1. ALERT RIGGIN, LEGGIN. ALERT RAY, LENNY CALLS. ALERT SQUEEZE CALL. ALERT "D" CALL.	G	BLOCK #1. ALERT RIGGIN. LEGGIN RAY, LENNY CALLS. ALERT FAN. ALERT "HARD" CALL.
BLOCK #2. ALERT SQUEEZE AND OUT CALLS. CHECK ZONE SS AND SAM. ALERT "D" CALL.	T	BLOCK #2. IF #2 LB CALL FAN AND BLOCK #3.
BLOCK SAM (#3). GIVE "SLOW" CALL TO TACKLE. CHECK ZONE SAM TO S/S. ALERT SQUEEZE, OUT, AND "D" CALL. BLOCK M.D.M. VS. BEAR.	Y	

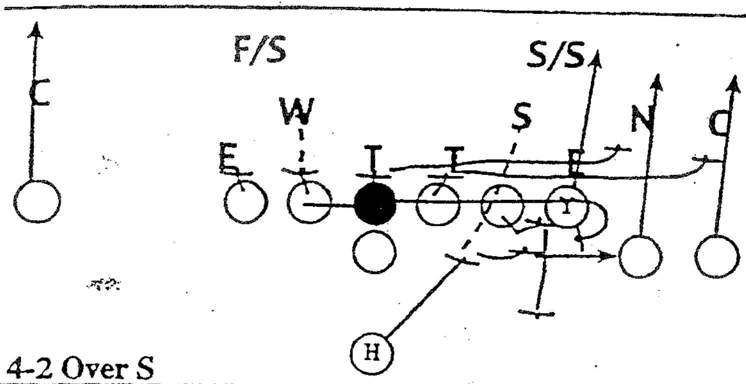
PROTECTION: TWINS RT/LT ACE RT/LT 999 HB SCREEN RT/LT



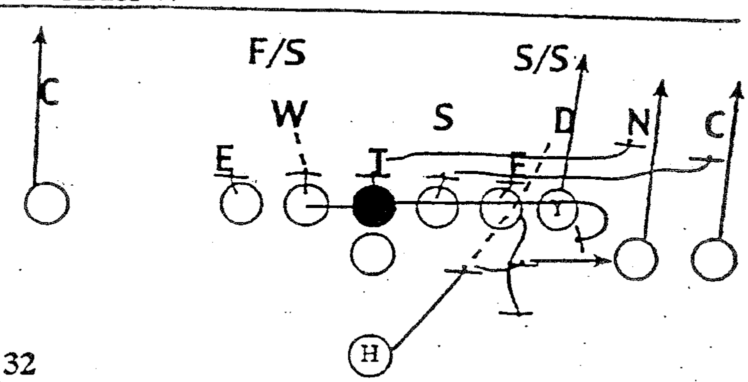
42



42 Under W



4-2 Over S



32

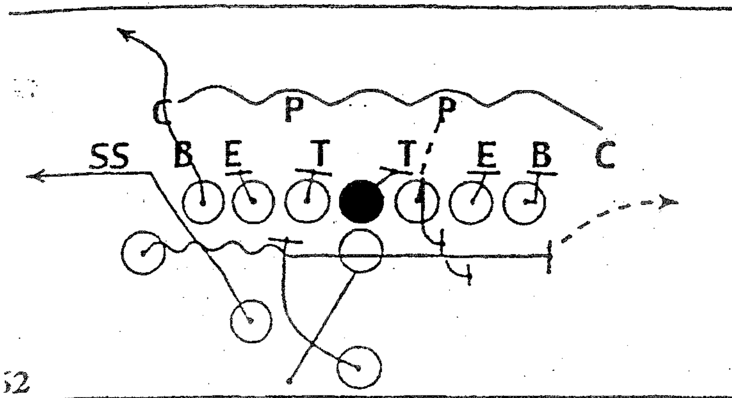
DESCRIPTION:

TWO COUNT SCREEN USING ACE PROTECTION. THE DIRECTION OF SCREEN IS CALLED BY SCREEN RIGHT/LEFT.

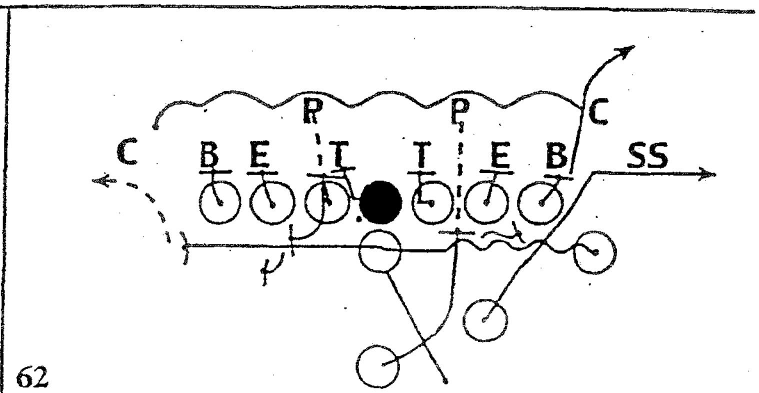
QB	5 STEP DROP, BAIL AND SCREEN TO H.
F	9 ROUTE.
H	BLOCK ACE AND RELEASE ON SCREEN.

BACKSIDE		FRONTSIDE
	C	BLOCK PROTECTION FOR 2 COUNT AND RELEASE. BLOCK 2ND DEFENDER (CURL AREA). CHECK MAN COVERAGE. POSSIBLE SWITCH WITH OG IF YOU GET OUT FIRST.
BLOCK PROTECTION FOR 2 COUNT AND RELEASE. PEEL BACK TO TRAILING DEFENDER TO FAR LBER.	G	BLOCK PROTECTION FOR 2 COUNT & RELEASE BLOCK 1ST FLAT DEFENDER (WIDEST DEFENDER). BLOCK LB COVERING BACK IF MAN COVERAGE.
BLOCK PROTECTION.	T	BLOCK PROTECTION. SET DEEP. CUT OR RIDE DEFENDER UPFIELD.
	Y	9 ROUTE.

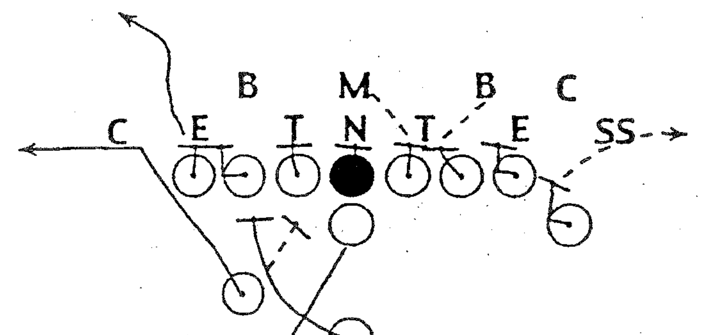
LAY: ROLL PASS LEFT ROLL PASS RIGHT X-7 F-FLAT



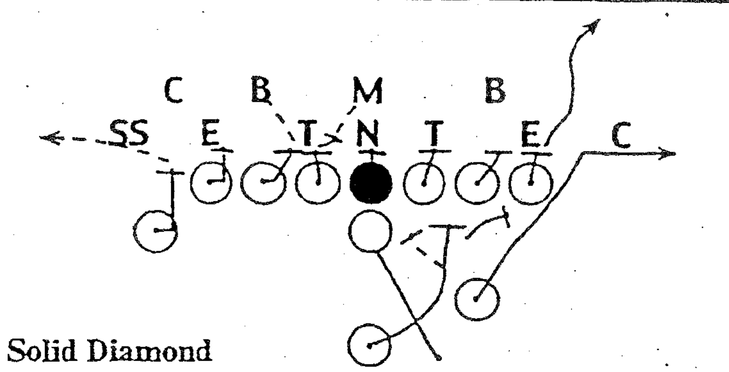
52



62



Solid Diamond



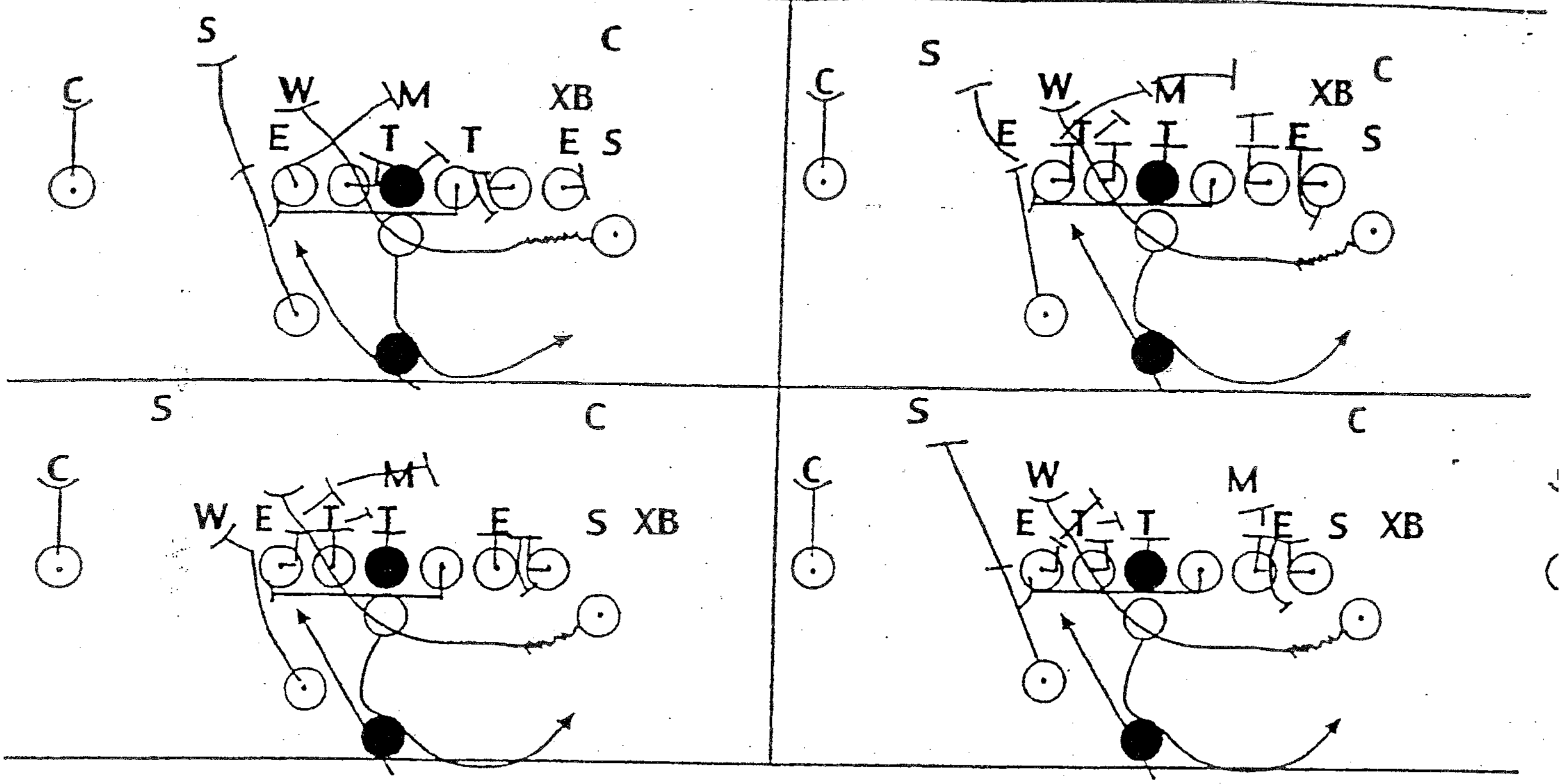
Solid Diamond

DESCRIPTION:		
	QB	FIRE PASS COURSE. LOOK FOR F IN FLAT THEN TO X ON CORNER ROUTE.
	F	RUN FLAT ROUTE.
	H	FILL ONSIDE, CHECK WILL LBER TO FORCE.

BACKSIDE		PLAYSIDE
	C	VS EVEN, BLOCK BACKSIDE DT. VS SOLID, BLOCK MAN OVER.
'S EVEN, STAB DT. CHECK LBER TO BACKSIDE :ORNER. VS SOLID, BLOCK #1.	G	VS EVEN, BLOCK #1. VS SOLID, BLOCK #1.
'S EVEN, BLOCK #2. VS SOLID, BLOCK DOWN ON #1 /ITH GUARD. CHECK LBER OVER YOU.	T	VS EVEN, BLOCK #2. VS SOLID, BLOCK #2 OVER X.
	Y	BLOCK #3.
	X	BEST RELEASE, CORNER ROUTE.
	Z	CHECK OUTSIDE FOR CORNER OR SS. NOTHING SHOWS, CHECK IN FLAT.

PROTECTIONS – BOOT / NAKED

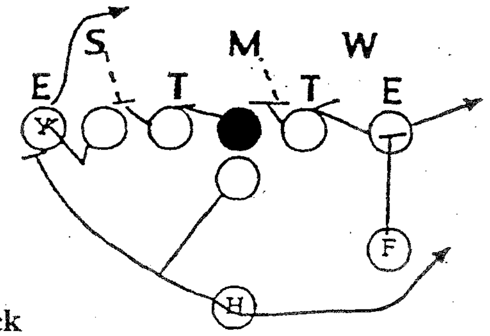
PLAY: BLUFF - 99 STUTTER (88 STUTTER)



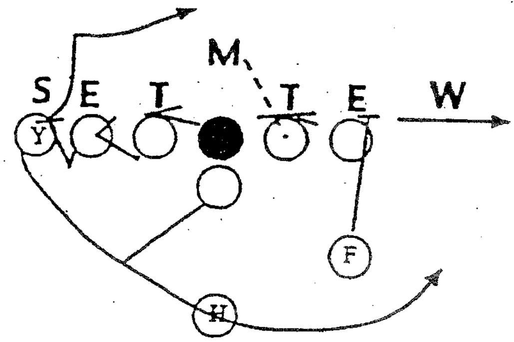
DESCRIPTION:		
	QB	COUNTER FOOTWORK WEAK. FINISH NAKED STRONG.
	F	BLUFF DE THEN BLOCK FORCE. ALERT - WILL LBer IN FORCE POSITION- BLOCK HIM.
	H	COUNTER FOOTWORK. READ GUARD'S AND Y'S BLOCKS.

BACKSIDE		PLAYSIDE
	C	BLOCK "O" TO BACKSIDE DT. ALERT ACE, OFF, ANGLE, DEUCE, AND KICK CALLS.
	G	BLOCK INSIDE AREA TO OFF LBer. ALERT DEUCE, OFF, ACE, ANGLE AND KICK CALLS.
	T	BLOCK INSIDE AREA TO OFF LBER. ALERT DEUCE, OFF, OFF, ANGLE CALLS. IF OSG UNCOVERED - QUICK INFLUENCE ON DE THEN BLOCK MIKE LBER.
	Y	AT WING POSITION - BANG MOTION - LOSE GROUND PULL - READ GUARDS BLOCK ON DE - GET UP FIELD.
-OCK MAN OVER. ALERT COMBO.	X	
	Z	BLOCK MAN OVER.

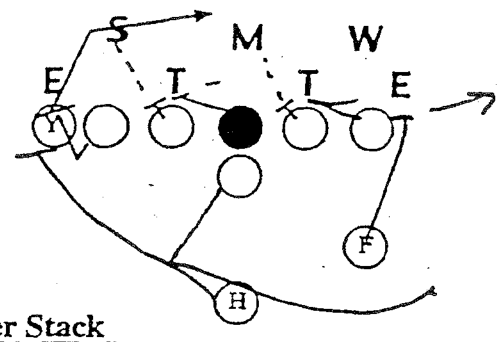
PROTECTION: FAKE PRESS LEFT NAKED RIGHT



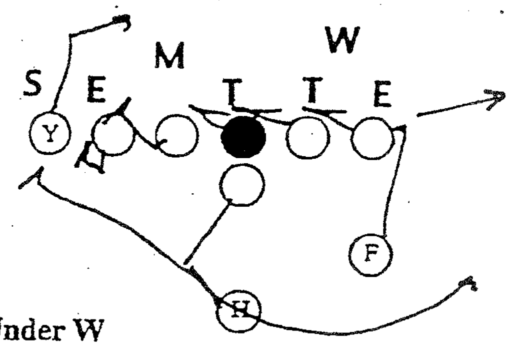
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

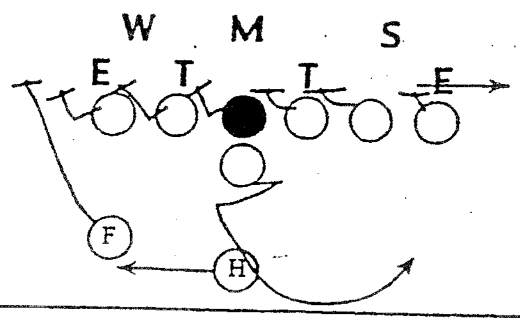
DESCRIPTION:

PLAY ACTION MISDIRECTION OFF THE PRESS PLAY. THE LINE AND BACK MUST SELL 80 (90) PRESS. AFTER THE BACK FAKES, HE IS RESPONSIBLE FOR THE "D" GAP. R.I. (RUN IT) ALERTS F TO BLOCK TO THE SAME SIZE AS H.

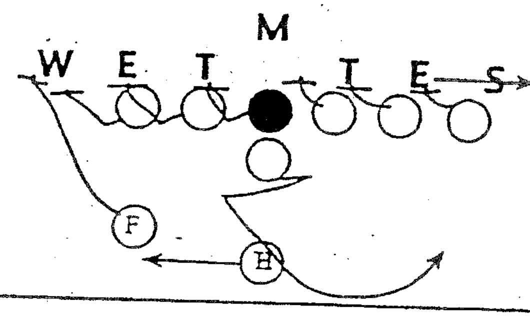
QB	FAKE PRESS SHOW THE BALL - FINISH ON NAKED COURSE WEAK.
F	BLUFF DE - RELEASE INTO PATTERN.
H	FAKE 80/90 PRESS - BLOCK "D" GAP.

BACKSIDE		FRONTSIDE
	C	BLOCK 1 MAN OVER PLAYSIDE.
BLOCK 1 MAN OVER PLAYSIDE.	G	BLOCK 1 MAN OVER PLAYSIDE.
BLOCK 1 MAN OVER PLAYSIDE.	T	BLOCK 1 MAN OVER PLAYSIDE.
	Y	FREE RELEASE.

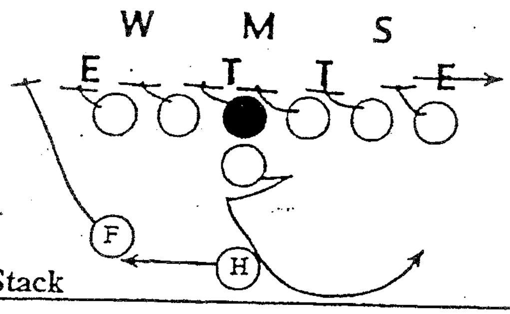
PROTECTION: FAKE TOSS NAKED



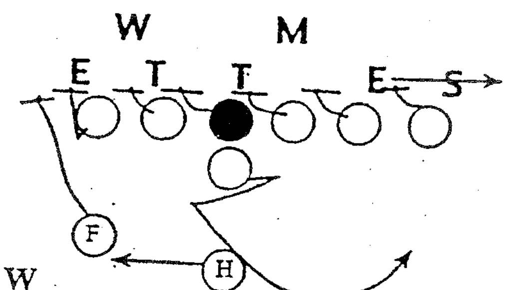
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION:

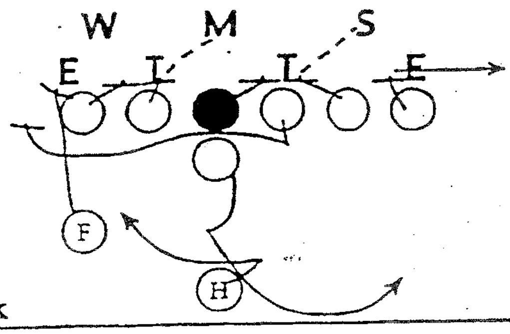
PLAY ACTION MISDIRECTION OFF THE TOSS PLAY. THE LINE AND BACKS MUST SELL 90 (80) TOSS.

QB	FAKE TOSS, FINISH ON NAKED STRONG.
F	BLOCK 90 (80) TOSS.
H	FAKE TOSS.

BACKSIDE		FRONTSIDE
	C	BLOCK 1 MAN OVER PLAYSIDE.
BLOCK 1 MAN OVER PLAYSIDE.	G	BLOCK 1 MAN OVER PLAYSIDE.
BLOCK 1 MAN OVER PLAYSIDE.	T	BLOCK 1 MAN OVER PLAYSIDE.
	Y	BLOCK DOWN. RELEASE ON FLAT ROUTE.

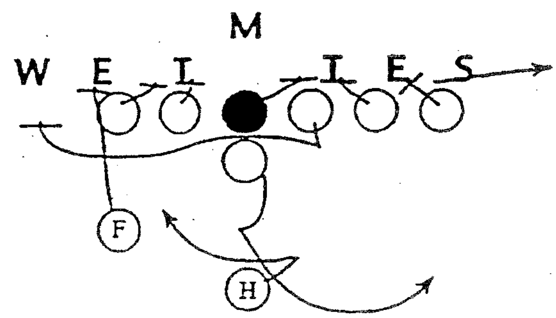
PROTECTION: FAKE BIM LEFT NAKED RIGHT

DEUCE M



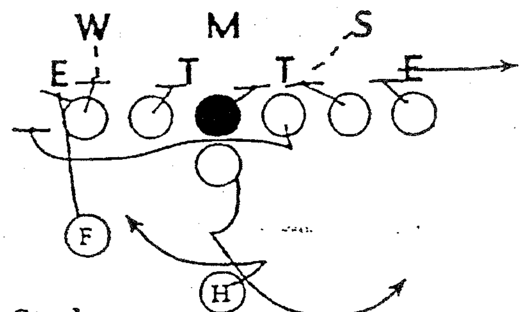
4-3 Stack

DEUCE M



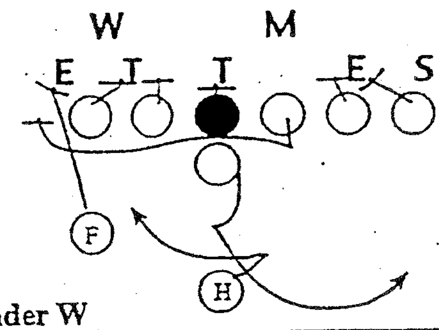
4-3

GAP IT, OFF



4-3 Over Stack

DEUCE M



4-3 Under W

DESCRIPTION:

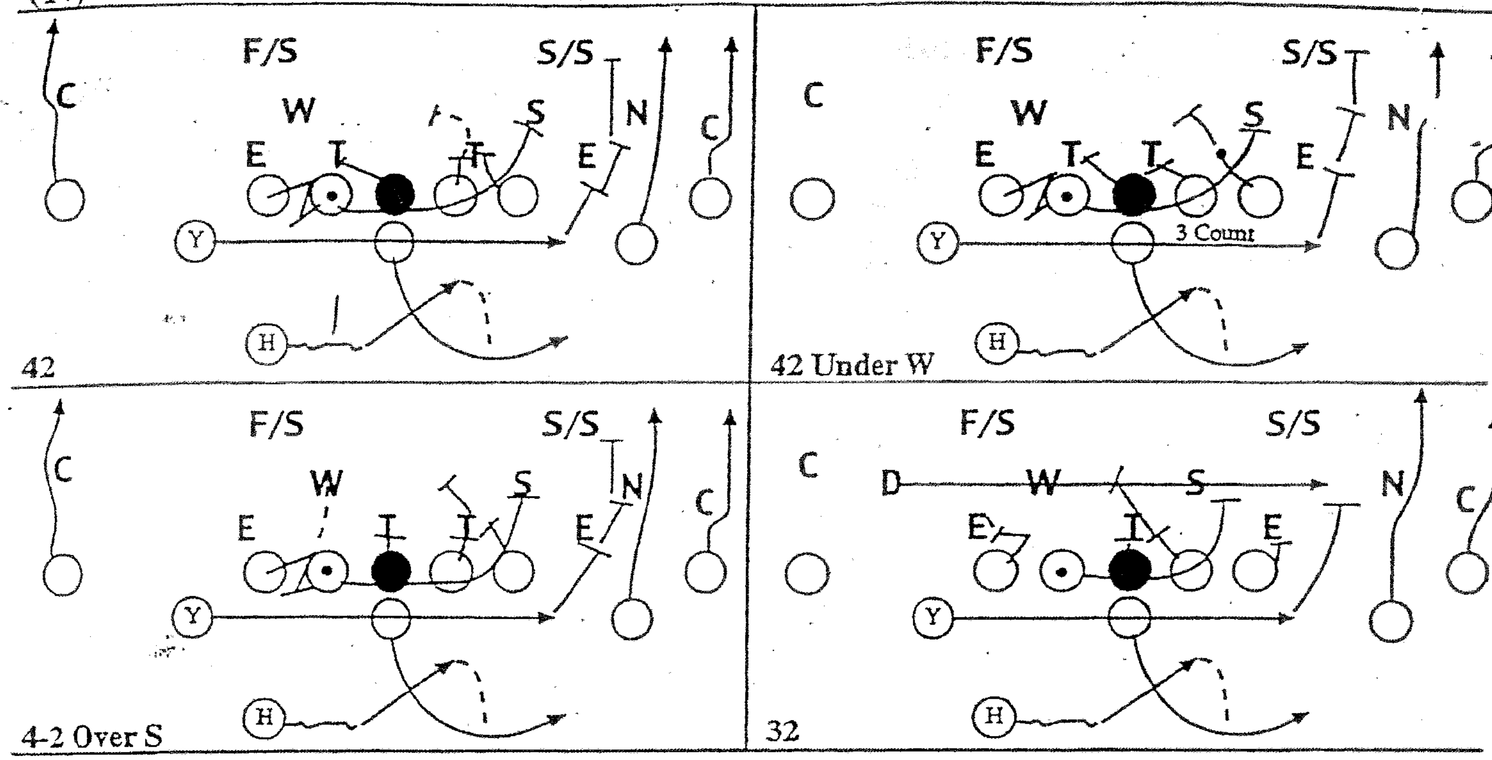
PLAY ACTION MIS-DIRECTION OFF THE BIM PLAY. LINE AND BACKS MUST SELL (90/80) BIM.

QB	FAKE BIM. FINISH ON NAKED STRONG.
F	BLOCK BIM.
H	FAKE BIM.

BACKSIDE		FRONTSIDE
	C	BLOCK BIM.
BLOCK BIM.	G	BLOCK BIM.
BLOCK ONE MAN OVER PLAYSIDE. VICE 3 TECHNIQUE WITH OC. TIGHT CUT OFF ON 5 TECHNIQUE WHEN BUBBLE OVER THE OG.	T	BLOCK BIM.
	Y	BLOCK DOWN AND RELEASE ON FLAT ROUTE.

SPEED / SPRINT / SHOVEL

(N) PROTECTION: SHOVEL PASS RT

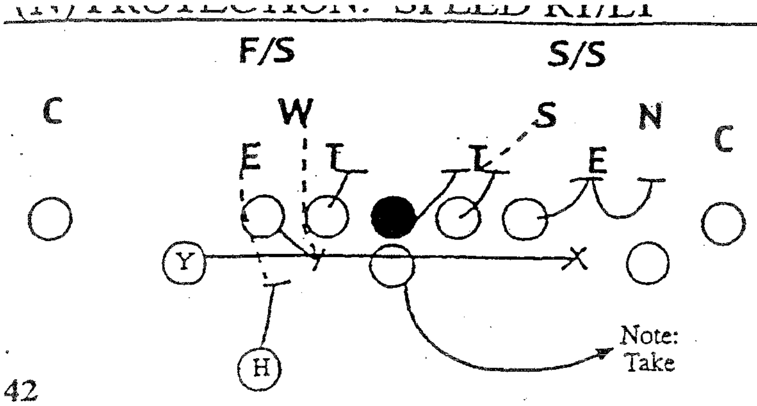


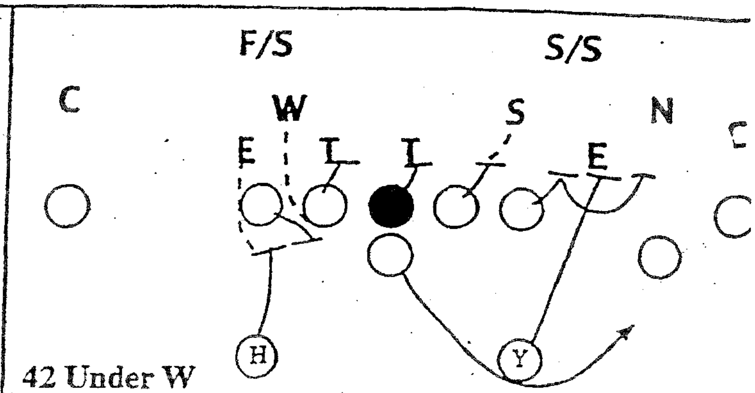
DESCRIPTION:

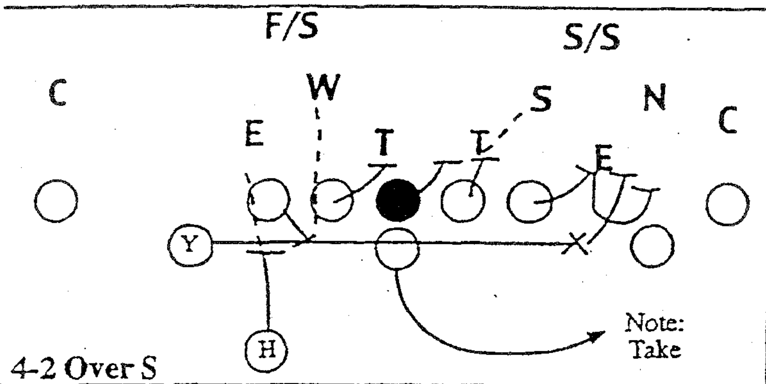
THIS IS A BLUFF PASS OFF OF SPEED. IT'S USED VS A DE WHO COMES UPFIELD. Y FLY'S AND BLUFFS THE DE AND BLOCKS QUICK SUPPORT TO INSIDE OUT SUPPORT. H QUICK SHUFFLE AND DOWNHILL COURSE. LINE BLOCKS BLUNT ASSIGNMENTS. BSG PULL FOR 1ST ILB TYPE CALLSIDE TO SS. QB START SPEED COURSE READ DE. IF DE UPFIELD, FLIP BALL TO H ON 3RD STEP. IF DE CLOSES, RUN QB SWEEP. ON T STAY ON LOS AT LEAST 3 COUNTS.

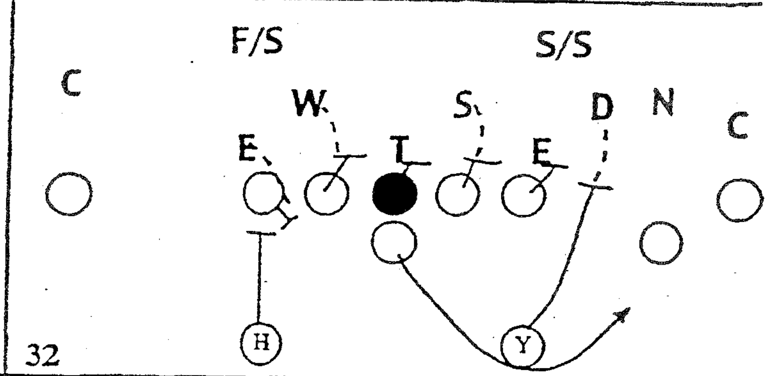
QB	START SPEED COURSE; READ DE. IF DE UPFIELD FLIP BALL TO H ON THIRD STEP. IF DE CLOSES, RUN QB SWEEP.
F	9 ROUTE.
H	QUICK SHUFFLE, DOWNHILL COURSE TO INSIDE HIP OF OT. LOOK BALL IN. GO NORTH AND SOUTH.

BACKSIDE		FRONTSIDE
	C	BLOCK BLUNT ASSIGNMENT.
PULL, BLOCK 1ST ILB TYPE CALL SIDE TO FS. BE ALERT TO TRAP EM LOS IF HE CROSSES YOUR FACE.	G	BLOCK BLUNT ASSIGNMENT. PATIENCE TO BSLB, STAY ON LOS AT LEASE FOR 3 COUNTS..
BLOCK BLUNT ASSIGNMENT.	T	BLOCK BLUNT ASSIGNMENT. PATIENCE TO BSLB, STAY ON LOS AT LEAST FOR 3 COUNTS.
	Y	BLUFF EM LOS. RELEASE OUTSIDE OF HIM - GET UPFIELD. BLOCK QUICK SUPPORT TO INSIDE SUPPORT..









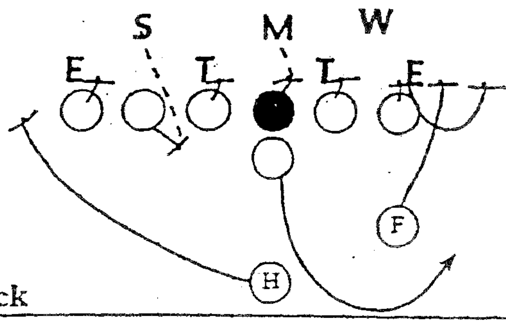
DESCRIPTION:

ACTION PASS WITH QB SPRINTING TO CALLSIDE, WITH THE Y BLOCKING EM LOS STRONG, H BLOCKING EM LOS WEAK. OL HARD STEP PLAYSIDE GAP. THE QB WILL SPRINT TO BREAK CONTAIN. ON SPEED "BOMB" THE QB WILL PULL UP OUTSIDE THE Y BOX.

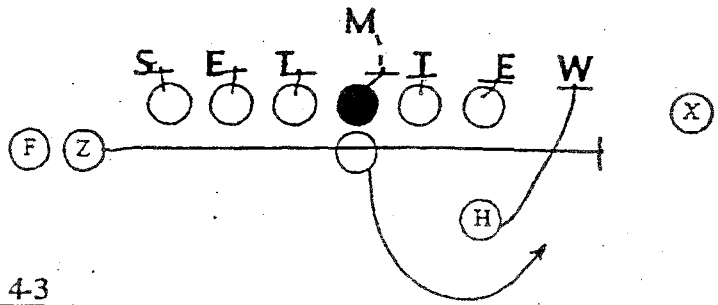
QB	TAKE SPEED COURSE 8-10 YARDS DEEP.
F	RUN ROUTE.
H	BLOCK EM LOS.

BACKSIDE		FRONTSIDE
	C	BLOCK PLAYSIDE GAP. ALERT SWAP, RAY/LENNY, RAM/LION, SWOOP CALLS. ZONE STUNTS AND BLITZES.
BLOCK PLAYSIDE GAP. ALERT SWAP, SLIP, SWOOP CALLS. ZONE STUNTS AND BLITZES.	G	BLOCK PLAYSIDE GAP. ALERT RAY/LENNY, RAM/LION, READ. ZONE STUNTS AND BLITZES.
BLOCK PLAYSIDE GAP. ALERT SLIP, SWOOP & COMBO CALLS. ZONE STUNTS AND BLITZES.	T	BLOCK PLAYSIDE GAP. ALERT READ, UNCOVERED BLOCK TAKE ZONE STUNTS AND BLITZES. ALERT LATE SCRAPER.
	Y	BLOCK EM LOS.

PROTECTION: SPRINT LT/RT

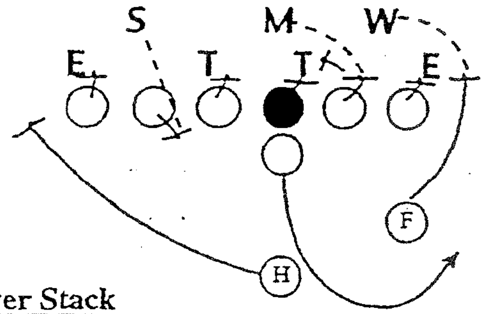


4-3 Stack

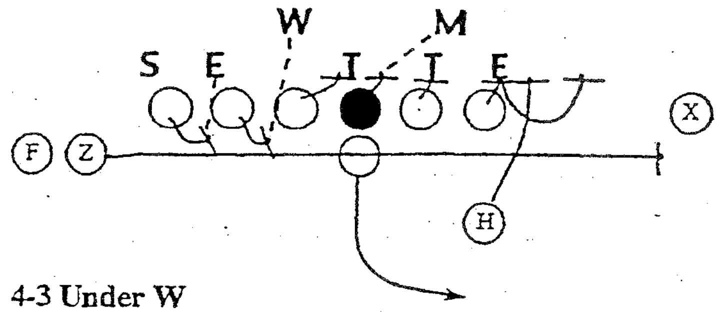


4-3

RAM



4-3 Over Stack



4-3 Under W

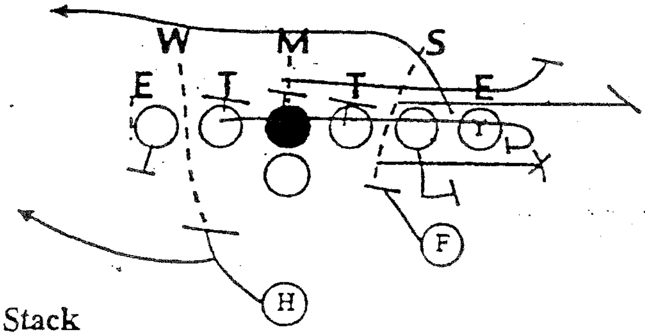
DESCRIPTION:		
ACTION PASS WITH QB SPRINTING TO CALL SIDE AND THE F OR H BLOCKING EM LOS STRONG, Y BLOCKING EM LOS WEAK. OL HARD STEP PLAYSIDE GAP, THE QB WILL SPRINT TO BREAK CONTAIN.	QB	TAKE SPEED COURSE 8-10 YARDS DEEP.
	F	BLOCK EM LOS.
	H	ONSIDE - BLOCK EM LOS. BACKSIDE - BLOCK D GAI

BACKSIDE		FRONTSIDE
	C	BLOCK PLAYSIDE GAP. ALERT RAY/LENNY, RAM/LIOI SWAP, SWOOP CALLS. ZONE STUNTS AND BLITZES.
BLOCK PLAYSIDE GAP. ALERT SWAP, SLIP, SWOOP CALLS. ZONE STUNTS AND BLITZES.	G	BLOCK PLAYSIDE GAP. ALERT RAY/LENNY, RAM/LIOI READ. ZONE STUNTS AND BLITZES.
BLOCK PLAYSIDE GAP. ALERT SLIP, SWOOP AND COMBO CALLS. ZONE STUNTS AND BLITZES.	T	BLOCK PLAYSIDE GAP. ALERT READ, UNCOVERED BLOCK TAKE ZONE STUNTS AND BLITZES. ALERT LAI SCRAPER.
BLOCK PLAYSIDE GAP. ZONE STUNTS AND BLITZES.	Y	

SCREENS

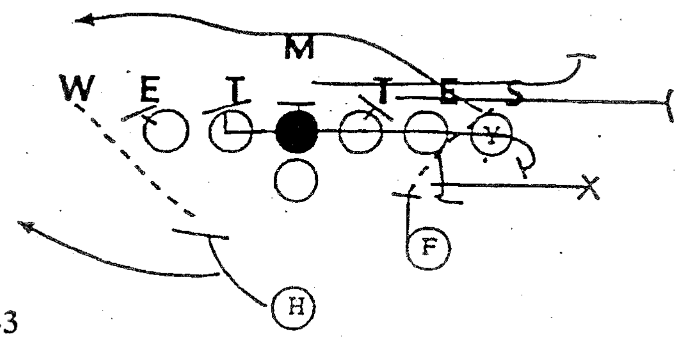
SCREENS: LIZ/RIP 084 FB ROGER/LEO

HOLE M



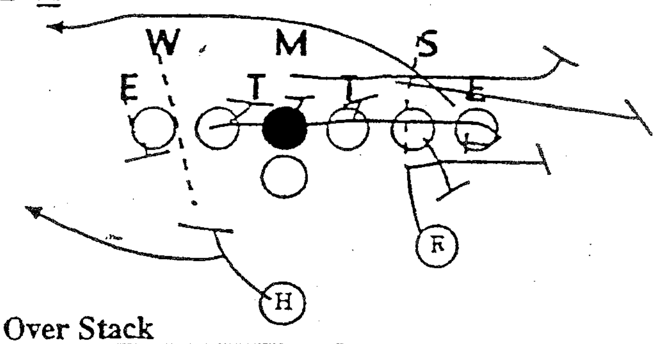
4-3 Stack

HOLE M



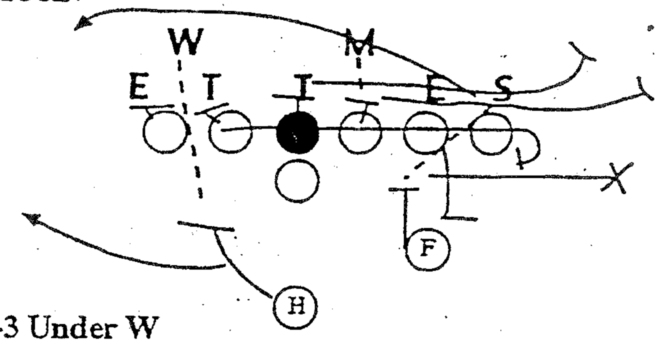
4-3

RAM M



4-3 Over Stack

RIGGIN



4-3 Under W

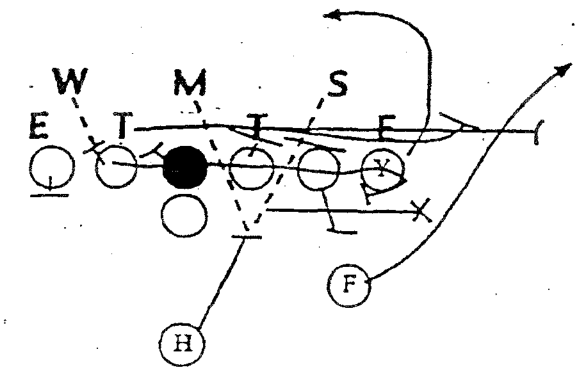
DESCRIPTION:
TWO COUNT SCREEN USING RIP/LIZ PROTECTION. ROGER ALERTS SCREEN RIGHT. LEO ALERTS SCREEN LEFT.

QB	5 STEP DROP, BAIL AND SCREEN TO FB.
F	BLOCK RIP / LIZ, RELEASE ON SCREEN.
H	BLOCK RIP/LIZ AND RELEASE ON SWING.

BACKSIDE		FRONTSIDE
	C	BLOCK PROTECTION FOR 2 - COUNT & RELEASE. BLOCK 2nd DEFENDER (CURL AREA) CHECK MAN COVERAGE. POSSIBLE SWITCH WITH OG IF YOU GET OUT 1ST.
BLOCK PROTECTION FOR 2-COUNT & RELEASE. PEEL BACK TO TRAILING DEFENDER TO FAR LB.	G	BLOCK PROTECTION FOR 2-COUNT & RELEASE. BLOCK 1ST FLAT DEFENDER. (WIDEST DEFENDER) BLOCK LB COVERING BACK IF MAN COVERAGE.
BLOCK PROTECTION.	T	BLOCK PROTECTION. SET DEEP. CUT OR RIDE DEFENDER UPFIELD.
	Y	"O" ROUTE.

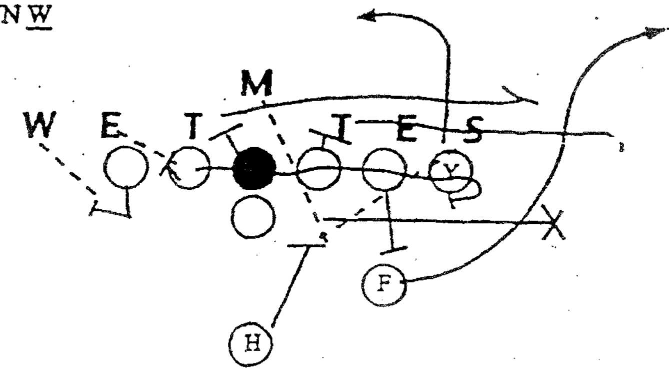
SCREENS: ACE RT/LT 940 HB SCREEN RT /LT

LEO W



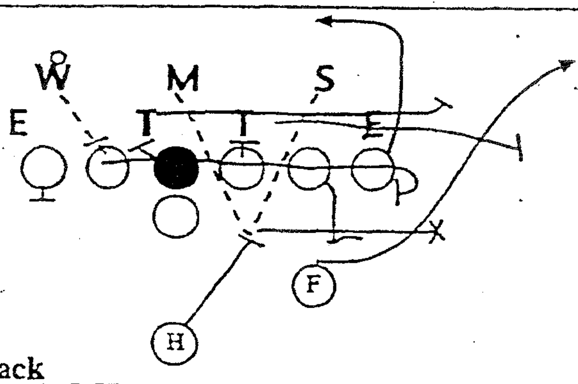
4-3 Stack

LAWN W



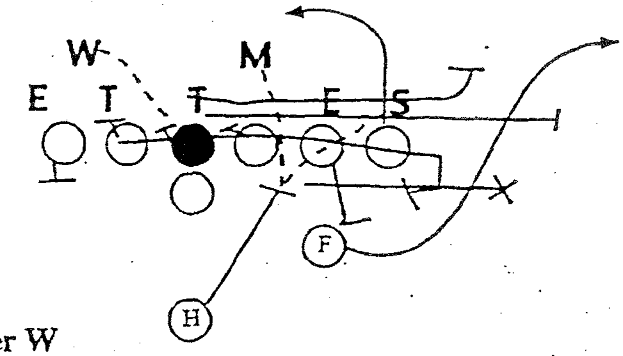
4-3

DRAG FAN



4-3 Over Stack

LEO W

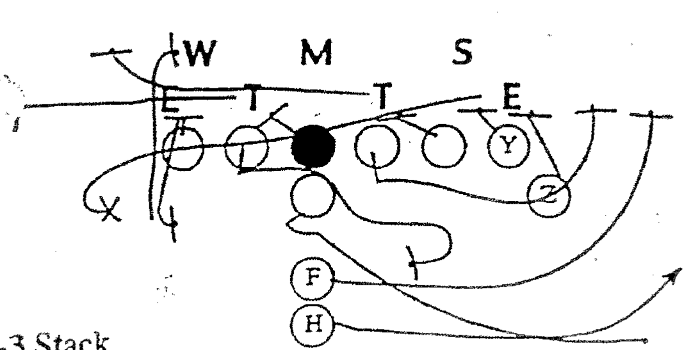


4-3 Under W

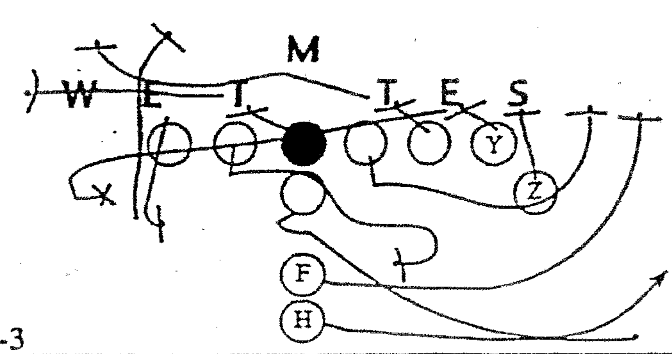
DESCRIPTION:		
TWO COUNT SCREEN USING ACE PROTECTION. THE DIRECTION OF SCREEN IS CALLED, HB SCREEN RIGHT/LEFT.	QB	5 STEP DROP, BAIL AND SCREEN TO H.
	F	CORNER ROUTE.
	H	BLOCK ACE AND RELEASE ON SCREEN.

BACKSIDE		FRONTSIDE
	C	BLOCK PROTECTION FOR 2-COUNT & RELEASE. BLOCK 2ND DEFENDER (CURL AREA) CHECK MAN COVERAGE. POSSIBLE SWITCH WITH OG IF YOU GET OUT 1ST.
BLOCK PROTECTION FOR 2-COUNT & RELEASE. PEEL BACK TO TRAILING DEFENDER TO FAR LB.	G	BLOCK PROTECTION FOR 2-COUNT & RELEASE. BLOCK 1ST FLAT DEFENDER (WIDER DEFENDER) BLOCK LB COVERING BACK IF MAN COVERAGE.
BLOCK PROTECTION.	T	BLOCK PROTECTION. SET DEEP. CUT OR RIDE DEFENDER UPFIELD.
	Y	4 ROUTE.

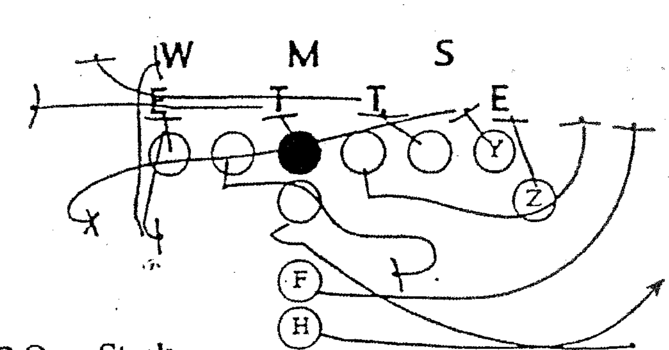
SCREEN: FAKE PITCH RIGHT Y SCREEN LEFT



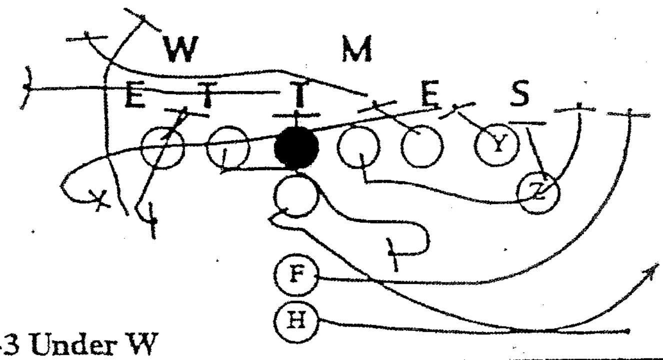
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

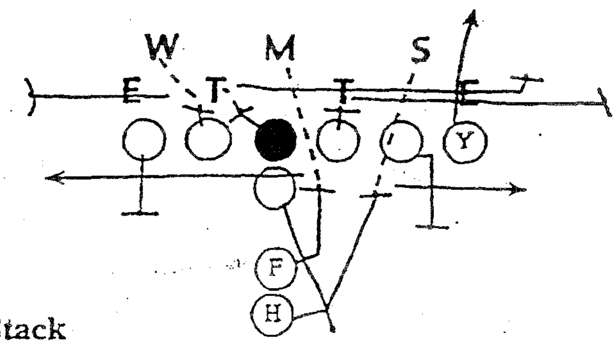
DESCRIPTION:

THIS IS THE "OH SHIT" SCREEN TO Y. THE BACKS FAKE PITCH. THE OFF T, Y, Z BLOCK DOWN. THE OFF Y, OG, AND ON T ALL GET ON THE GROUND, GET ;, AND RELEASE INTO SCREEN. THE ON G PULLS AND WHEELS BACK TO PROTECT QB. THE OFF G PULLS AND PROTECTS THE QB LAUNCH POINT. THE QB FAKES PITCH AND ROLLS PITCH SIDE AND SETS UP 2 YARDS OUTSIDE OF Z'S ALIGNMENT AND 10 YARDS DEEP.

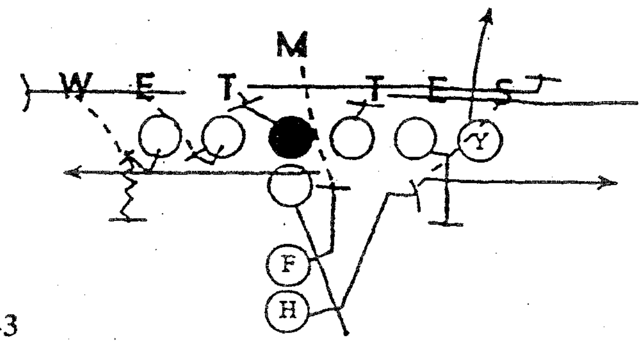
QB	FAKE PITCH AND ROLL TO PITCH SIDE. PULL UP 2 YEARS OUTSIDE OF Z'S ALIGNMENT AND 10 YARDS DEEP. THROW BACK TO Y ON SCREEN.
F	BLOCK PITCH.
H	RUN PITCH COURSE. FAKE PITCH AND CONTINUE WIDE.

BACKSIDE		FRONTSIDE
	C	UNCOVERED: BLOCK BACK. COVERED: CUT NOSE. GET ON GROUND, GET UP, RELEASE INTO SCREEN AND BLOCK FLAT DEFENDER (WIDEST DEFENDER).
PULL AND PROTECT QB LAUNCH POINT. BLOCK 1ST DEFENDER OUTSIDE OF Z'S BLOCK.	G	PULL 7 STEPS AND WHEEL BACK TO PROTECT QB.
BLOCK DOWN. GET ON GROUND, GET UP AND RELEASE INTO SCREEN AND BLOCK THE CURL DEFENDER.	T	CUT OFF 5 TECHNIQUE. VS OC AND OG. COVERED CUT OFF 3 TECHNIQUE, GET ON GROUND, GET UP, PEEL AND PROTECT THE RECEPTION. BLOCK TRAILING DEFENDER TO FAR LB.
	Y	BLOCK DOWN. GET ON GROUND, GET UP AND RELEASE TO SCREEN AREA.
...OCK DOWN.	Z	
	X	NASTY SPLIT. RUN TO FAR CONE.

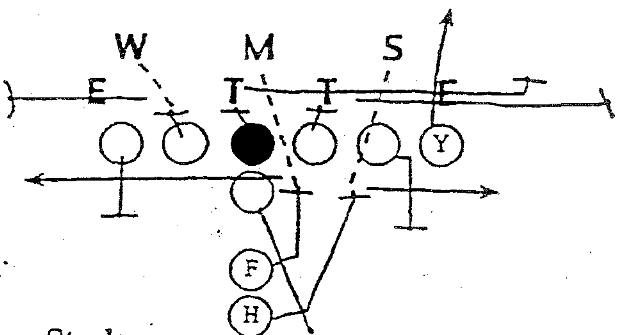
SCREEN: ACT 6/7 HB DOUBLE SCREEN RT/LT



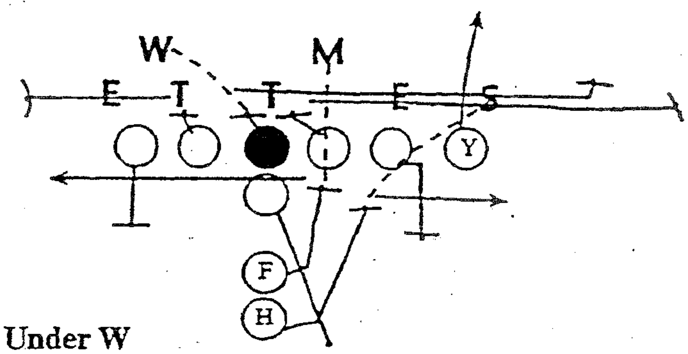
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

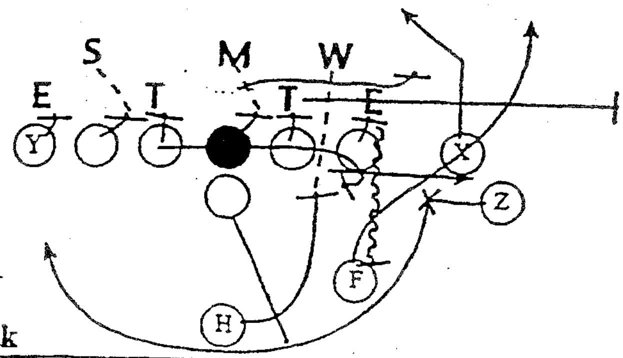
DESCRIPTION:

TWO COUNT SCREEN USING ACT 6/7 PROTECTION. THE QB WILL FAKE THE SCREEN TO THE FB AND THROW THE SCREEN TO THE HB.

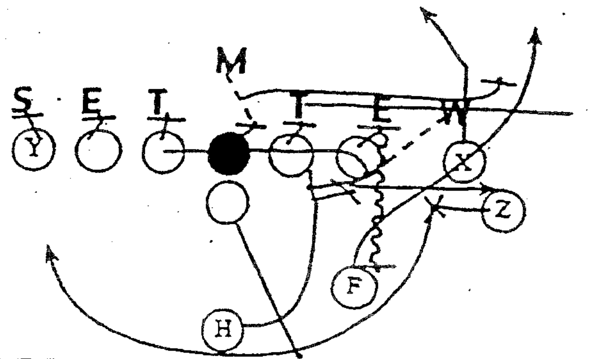
QB	PLAY FAKE TO HB. PUMP SCREEN TO F, SPIN & CONTINUE TO DROP. SCREEN TO HB.
F	BLOCK ACT 6/7. RELEASE OPPOSITE THE SCREEN CALL.
H	BLOCK ACT 6/7. RELEASE ON SCREEN TO CALLSIDE.

BACKSIDE		FRONTSIDE
	C	BLOCK PROTECTION FOR 2-COUNT & RELEASE. BLOCK 2ND DEFENDER (CURL AREA). CHECK MAN COVERAGE. POSSIBLE SWITCH WITH OG IF YOU GET OUT FIRST.
BLOCK PROTECTION FOR 2-COUNT & RELEASE. BLOCK 1ST FLAT DEFENDER (WIDEST DEFENDER). BLOCK LB COVERING BACK IF MAN COVERAGE.	G	BLOCK PROTECTION FOR 2-COUNT & RELEASE. BLOCK 1ST FLAT DEFENDER (WIDEST DEFENDER). BLOCK LB COVERING BACK IF MAN COVERAGE.
BLOCK PROTECTION. SET DEEP. CUT OR RIDE DEFENDER UPFIELD.	T	BLOCK PROTECTION. SET DEEP. CUT OR RIDE DEFENDER UPFIELD.
	Y	RUN 8 ROUTE.

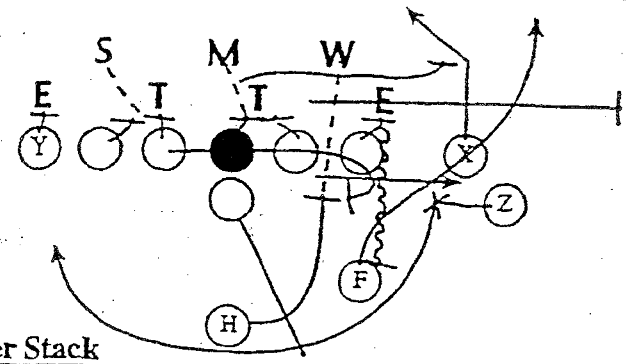
SCREEN: FAKE BOB RIGHT HB SCREEN RT



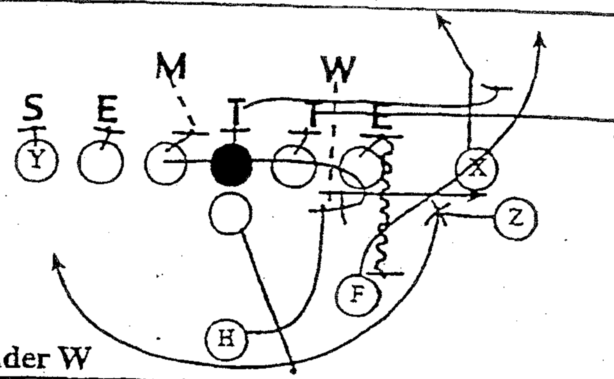
4-3 Stack



4-3



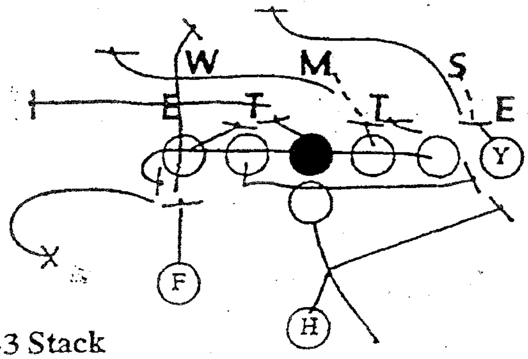
4-3 Over Stack



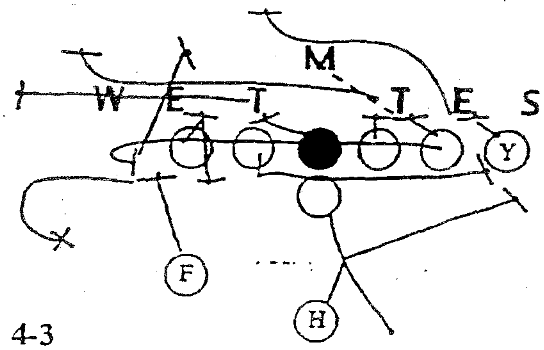
4-3 Under W

DESCRIPTION:		
TWO COUNT SCREEN, FAKING THE BOB Z AROUND, USING BOB PASS PROTECTION.	QB	FAKE BOB AND Z AROUND. FINISH DROP & BAIL - THROW SCREEN TO HB.
	F	SHOOT ROUTE.
	H	FAKE BOB. BLOCK WILL. RELEASE INTO SCREEN.

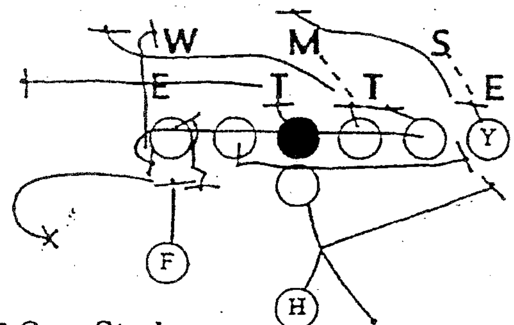
BACKSIDE		FRONTSIDE
	C	BLOCK PROTECTION FOR 2-COUNT & RELEASE. BLOCK 2ND DEFENDER (CURL AREA). CHECK MAN COVERAGE. POSSIBLE SWITCH WITH OG IF YOU GET OUR FIRST.
BLOCK PROTECTION FOR 2-COUNT & RELEASE. PEEL BACK TO TRAILING DEFENDER TO FAR LB.	G	BLOCK PROTECTION FOR 2-COUNT & RELEASE. BLOCK 1ST FLAT DEFENDER (WIDEST DEFENDER). BLOCK LB COVERING BACK IF MAN COVERAGE.
BLOCK PROTECTION.	T	BLOCK PROTECTION. SET DEEP. CUT OR RIDE DEFENDER UPFIELD.
BLOCK PROTECTION.	Y	
AKE Z AROUND. BLOCK #4. SHOOT ROUTE.	Z	
	X	ACTION 8.



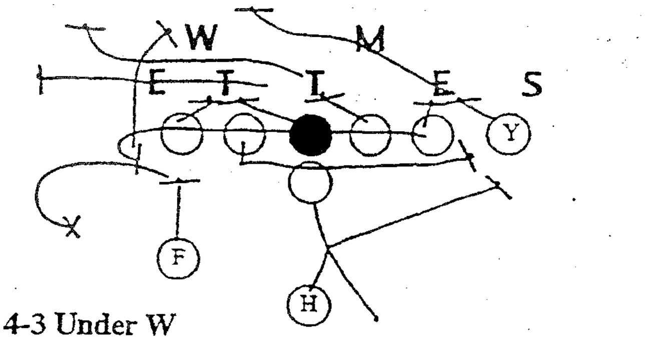
4-3 Stack



4-3



4-3 Over Stack

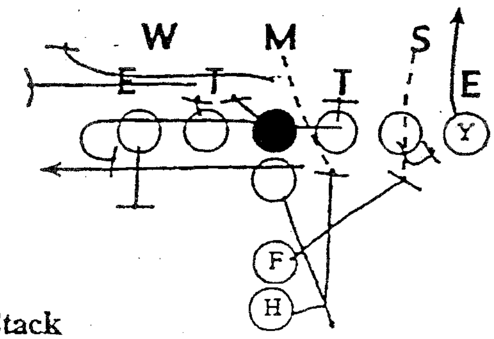


4-3 Under W

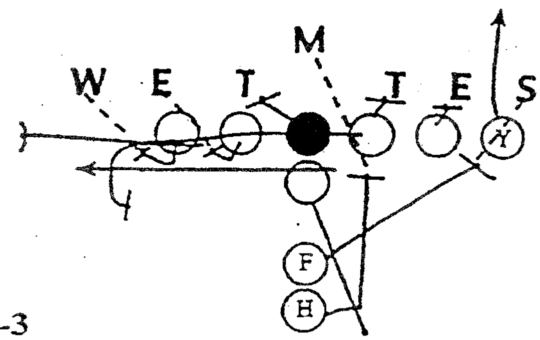
DESCRIPTION:		
TWO COUNT SCREEN, FAKING 60 COUNTER AND THROWING THE SCREEN TO F.	QB	FAKE COUNTER RT. DRIFT OVER RIGHT TACKLE, GET DEEP.
	F	BLOCK 60 COUNTER FOR 2-COUNT & RELEASE INTO SCREEN.
	H	BLOCK 60 COUNTER.

BACKSIDE		FRONTSIDE
	C	BLOCK 60 COUNTER FOR 2-COUNT & RELEASE. BLOCK 1ST FLAT DEFENDER. BLOCK LB COVERING BACK IF MAN COVERABLE.
BLOCK 60 COUNTER.	G	BLOCK 60 COUNTER FOR 2-COUNT & RELEASE. BLOCK 2ND DEFENDER CURL AREA. POSSIBLE SWITCH WITH OC IF YOU GET OUT FIRST.
BLOCK 60 COUNTER.	T	BLOCK 60 COUNTER FOR 2-COUNT & RELEASE. PEEL BACK TO TRAILING DEFENDER TO FAR LB.
	Y	BLOCK 60 COUNTER FOR 2-COUNT & RELEASE TO BLOCK MIKE TO FS.
	Z	9 ROUTE.
	X	9 ROUTE

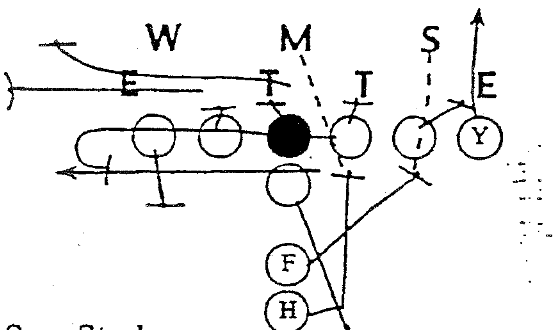
SCREEN: ACT 4/5 HB SCREEN LT/RT



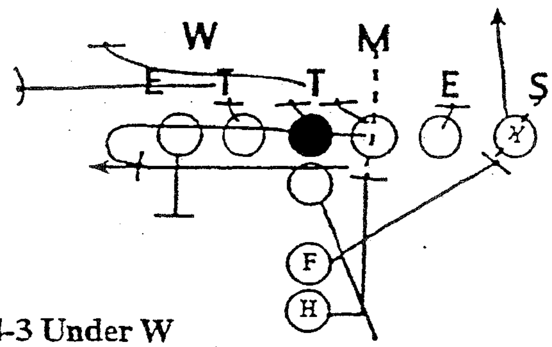
4-3 Stack



4-3



4-3 Over Stack



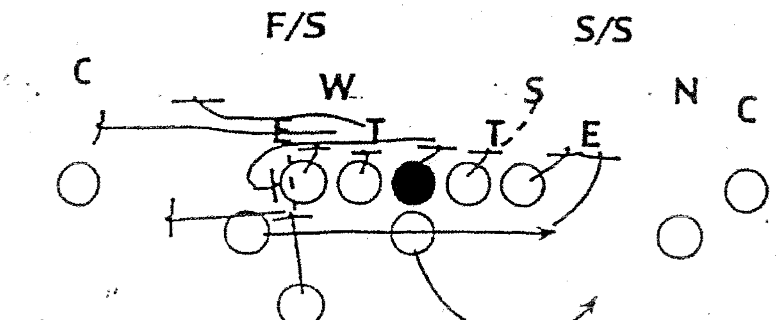
4-3 Under W

DESCRIPTION:

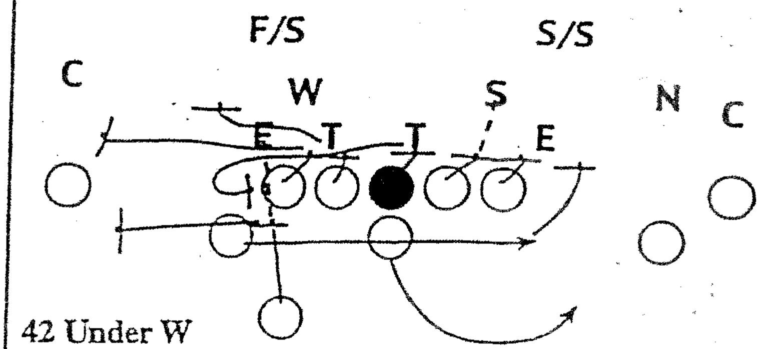
TWO COUNT SCREEN USING ACT 4/5 PROTECTION. WE WILL SCREEN TO THE CALLSIDE, HB SCREEN LEFT OR RIGHT.

QB	FAKE ACT 4/5. SETTLE AFTER FAKE AND GET DEEP.
F	BLOCK PROTECTION. RELEASE TO FLAT AND BLOCK FLAT DEFENDER.
H	FAKE ACT 4/5. HIDE INSIDE, RELEASE WITH LINEMAN (CHIP LBER DOG). GET INTO SCREEN AREA.

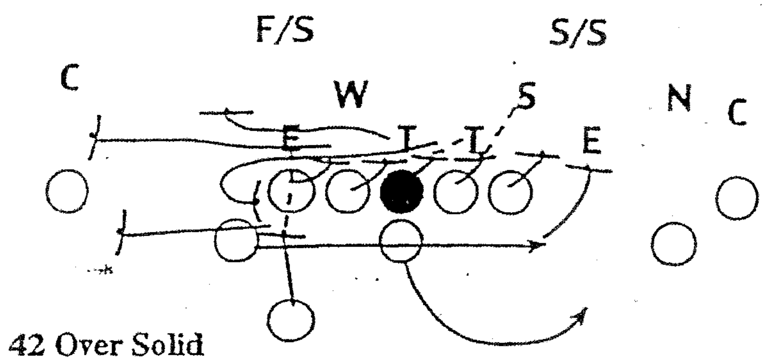
BACKSIDE		FRONTSIDE
	C	BLOCK PROTECTION FOR 2-COUNT & RELEASE. BLOCK 2ND DEFENDER (CURL AREA). CHECK MAN COVERAGE. POSSIBLE SWITCH WITH OG IF YOU GET OUT FIRST.
BLOCK PROTECTION FOR 2-COUNT & RELEASE. PEEL BACK TO TRAILING DEFENDER TO FAR LB.	G	BLOCK PROTECTION FOR 2-COUNT & RELEASE. BLOCK 1ST FLAT DEFENDER (WIDEST DEFENDER). BLOCK LB COVERING BACK IF MAN COVERAGE.
BLOCK PROTECTION.	T	BLOCK PROTECTION. SET DEEP. CUT OR RIDE DEFENDER UPFIELD.
	Y	8 ROUTE.



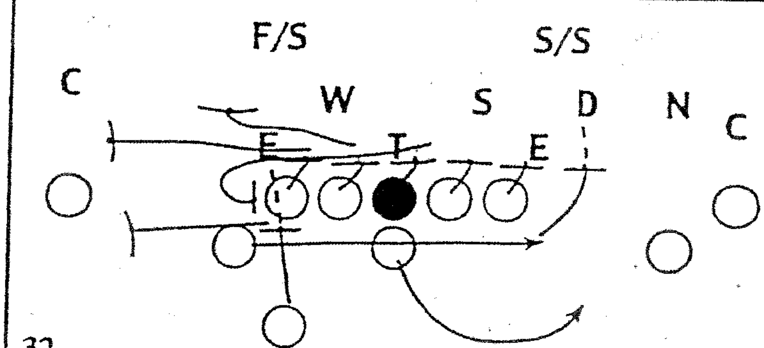
42



42 Under W



42 Over Solid



32

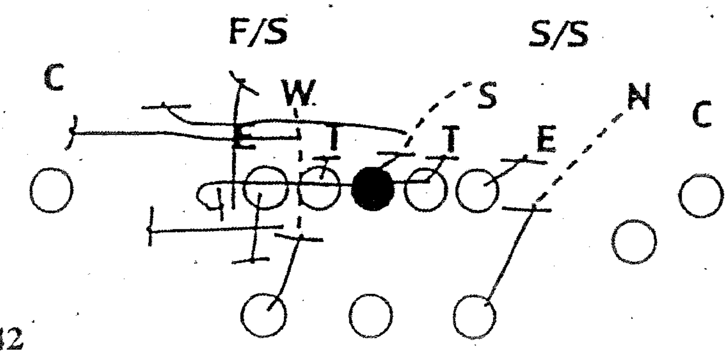
DESCRIPTION:

TWO COUNT SCREEN USING SPEED PROTECTION. THE QB WILL SPRINT OUT AND THROW BACK TO H.

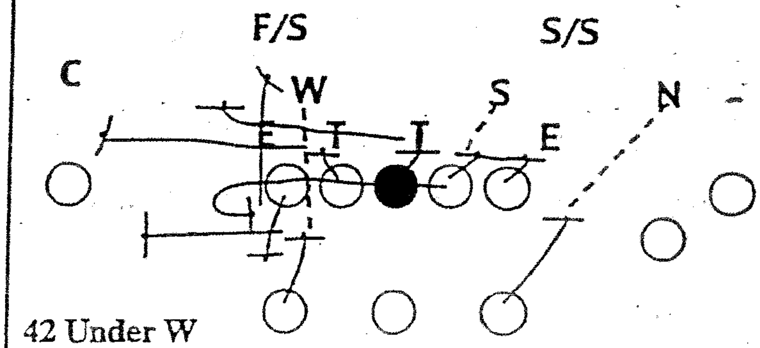
QB	TAKE SPEED COURSE. SET 2-4 YARDS OUTSIDE HASH, 8-10 YARDS DEEP.
F	RUN 5 ROUTE.
H	EXECUTE SPEED PROTECTION FOR 2 COUNTS. RELEASE INTO OPENING BEHIND SCREEN. GIVE "GO" CALL AS YOU RECEIVE THE BALL.

BACKSIDE		FRONTSIDE
	C	BLOCK PROTECTION FOR 2-COUNT AND RELEASE. PEEL BACK TO TRAILING DEFENDER TO FAR LB.
BLOCK PROTECTION.	G	BLOCK PROTECTION FOR 2-COUNT AND RELEASE. BLOCK 2ND DEFENDER (CURL AREA), CHECK MAN COVERAGE. POSSIBLE SWITCH WITH OG IF YOU GET OUT FIRST.
BLOCK PROTECTION.	T	BLOCK PROTECTION FOR 2-COUNT AND RELEASE. BLOCK 1ST FLAT DEFENDER (WIDEST DEFENDER). BLOCK LB COVERING BACK IF MAN COVERAGE.
	Y	BLOCK PROTECTION.

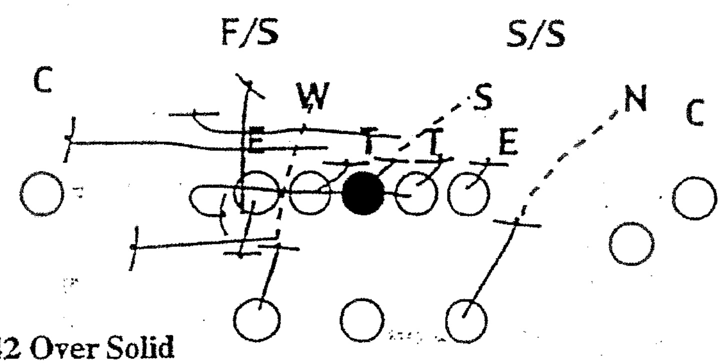
SCREEN: BRONCO RT/LT HB LEO/ROGER



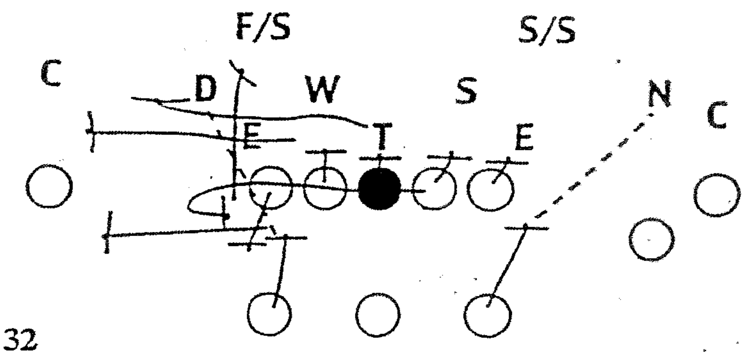
42



42 Under W



42 Over Solid



32

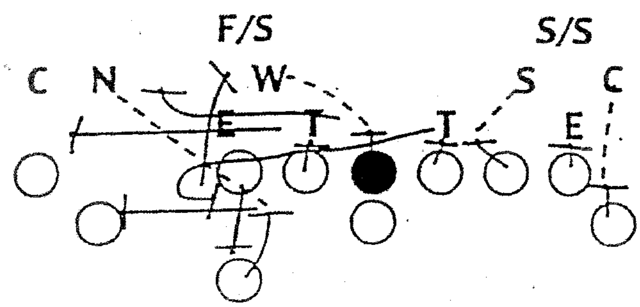
DESCRIPTION:

TWO COUNT SCREEN USING BRONCO PROTECTION. ROGER ALERTS SCREEN RIGHT. LEO ALERTS SCREEN LEFT.

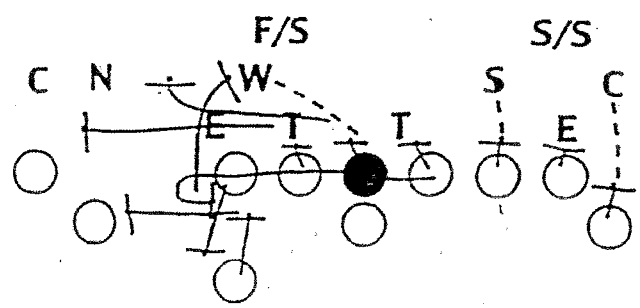
QB	5 STEP DROP, BAIL AND SCREEN TO HB.
F	RUN 9 ROUTE.
H	BLOCK BRONCO PROTECTION. RELEASE ON SCREEN.

BACKSIDE		FRONTSIDE
	C	BLOCK PROTECTION FOR 2-COUNT AND RELEASE. BLOCK 2ND DEFENDER (CURL AREA), CHECK MAN COVERAGE. POSSIBLE SWITCH WITH OG IF YOU GET OUT FIRST.
BLOCK PROTECTION FOR 2-COUNT AND RELEASE. PEEL BACK TO TRAILING DEFENDER TO FAR LB.	G	BLOCK PROTECTION FOR 2-COUNT AND RELEASE. BLOCK 1ST FLAT DEFENDER (WIDEST DEFENDER). BLOCK LB COVERING BACK IF MAN COVERAGE.
BLOCK PROTECTION.	T	BLOCK PROTECTION. SET DEEP. CUT OR RIDE DEFENDER UPFIELD.
	Y	BLOCK PROTECTION.

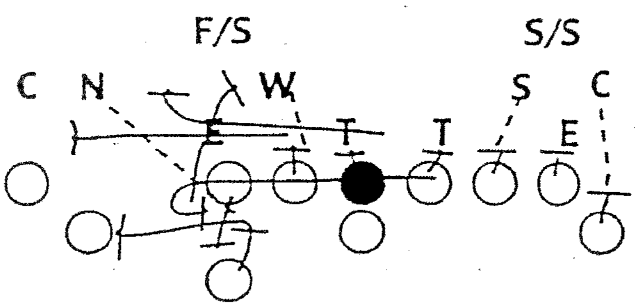
SCREEN: OTTO LT/RT 788 HB LEO/ROGER



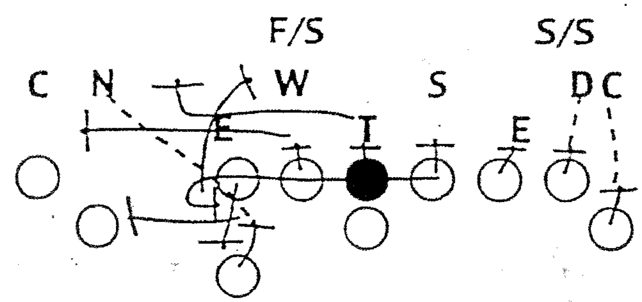
42



42 Under W



42 Over S



32

DESCRIPTION:

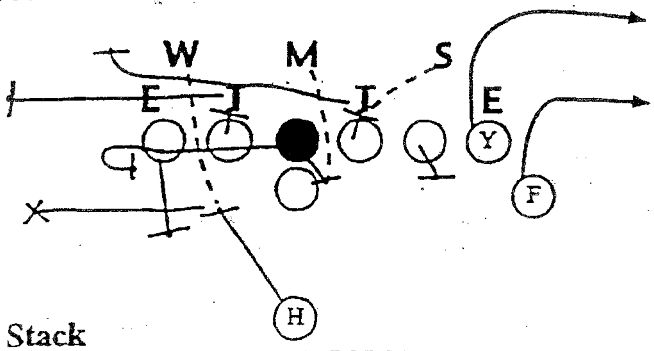
TWO COUNT SCREEN USING OTTO PROTECTION. ROGER ALERTS SCREEN RIGHT. LEO ALERTS SCREEN LEFT.

QB	5 STEP DROP, BAIL AND SCREEN TO HB.
F	BLOCK #4.
H	BLOCK OTTO PROTECTION. RELEASE ON SCREEN.

BACKSIDE		FRONTSIDE
	C	BLOCK PROTECTION FOR 2-COUNT AND RELEASE. BLOCK 2ND DEFENDER (CURL AREA). CHECK MAN COVERAGE. POSSIBLE SWITCH WITH OG IF YOU GET OUT FIRST.
BLOCK PROTECTION FOR 2-COUNT AND RELEASE. PEEL BACK TO TRAILING DEFENDER TO FAR LB.	G	BLOCK PROTECTION FOR 2-COUNT AND RELEASE. BLOCK 1ST FLAT DEFENDER (WIDEST DEFENDER). BLOCK LB COVERING BACK IF MAN COVERAGE.
BLOCK PROTECTION.	T	BLOCK PROTECTIN. SET DEEP. CUT OR RIDE DEFENDER UPFIELD.
	Y	BLOCK PROTECTION.

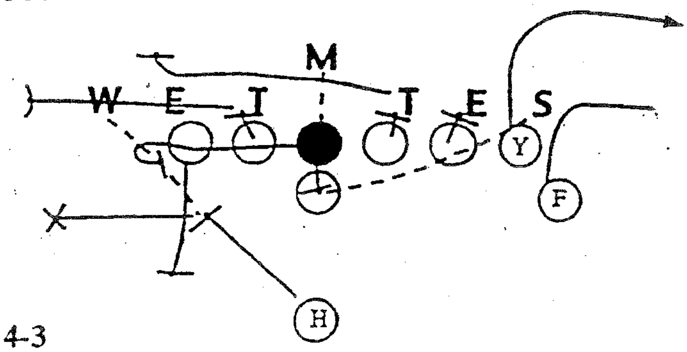
SCREEN: SCAT RT/LT 839 HB LEO/ROGER

POP R



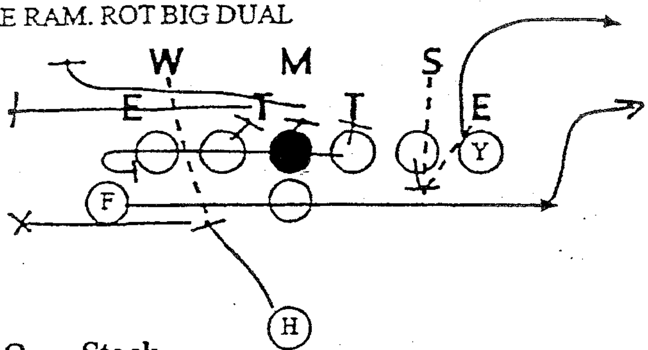
4-3 Stack

POP R



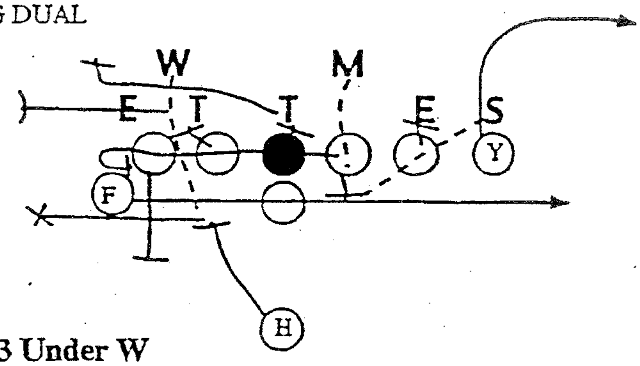
4-3

HOLE RAM. ROT BIG DUAL



4-3 Over Stack

RG DUAL



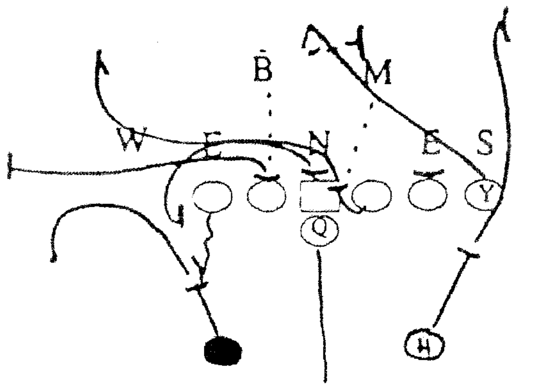
4-3 Under W

DESCRIPTION:		
TWO COUNT SCREEN USING SCAT PROTECTION. LEO ALERTS SCREEN LEFT. ROGER ALERTS SCREEN RT.	QB	5 STEP DROP; BAIL AND SCREEN TO H.
	F	FLAT ROUTE.
	H	BLOCK SCAT AND RELEASE INTO SCREEN.

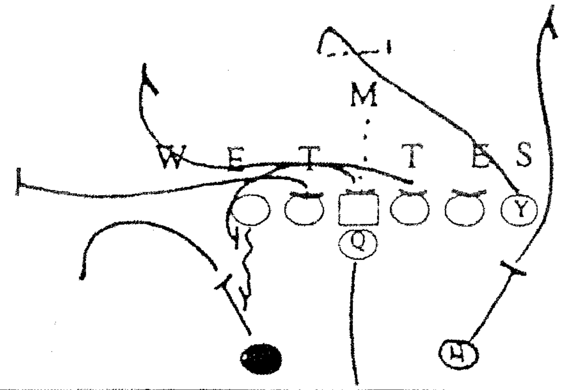
BACKSIDE		FRONTSIDE
(	C	BLOCK PROTECTION FOR 2-COUNT & RELEASE. BLOCK 2ND DEFENDER (CURL AREA) CHECK MAN COVERAGE. POSSIBLE SWITCH WITH OG IF YOU GET OUT 1ST.
BLOCK PROTECTION FOR 2-COUNT & RELEASE. PEEL BACK TO TRAILING DEFENDER TO FAR LB.	G	BLOCK PROTECTION FOR 2-COUNT & RELEASE. BLOCK 1ST FLAT DEFENDER. (WIDEST DEFENDER) BLOCK LB COVERING BACK IF MAN COVERAGE.
BLOCK PROTECTION.	T	BLOCK PROTECTION. SET DEEP. CUT OR RIDE DEFENDER UPFIELD.
	Y	3 ROUTE.

SCREEN LT TO R PROTECTION

34



43



COACHING POINTS

3 Count screen

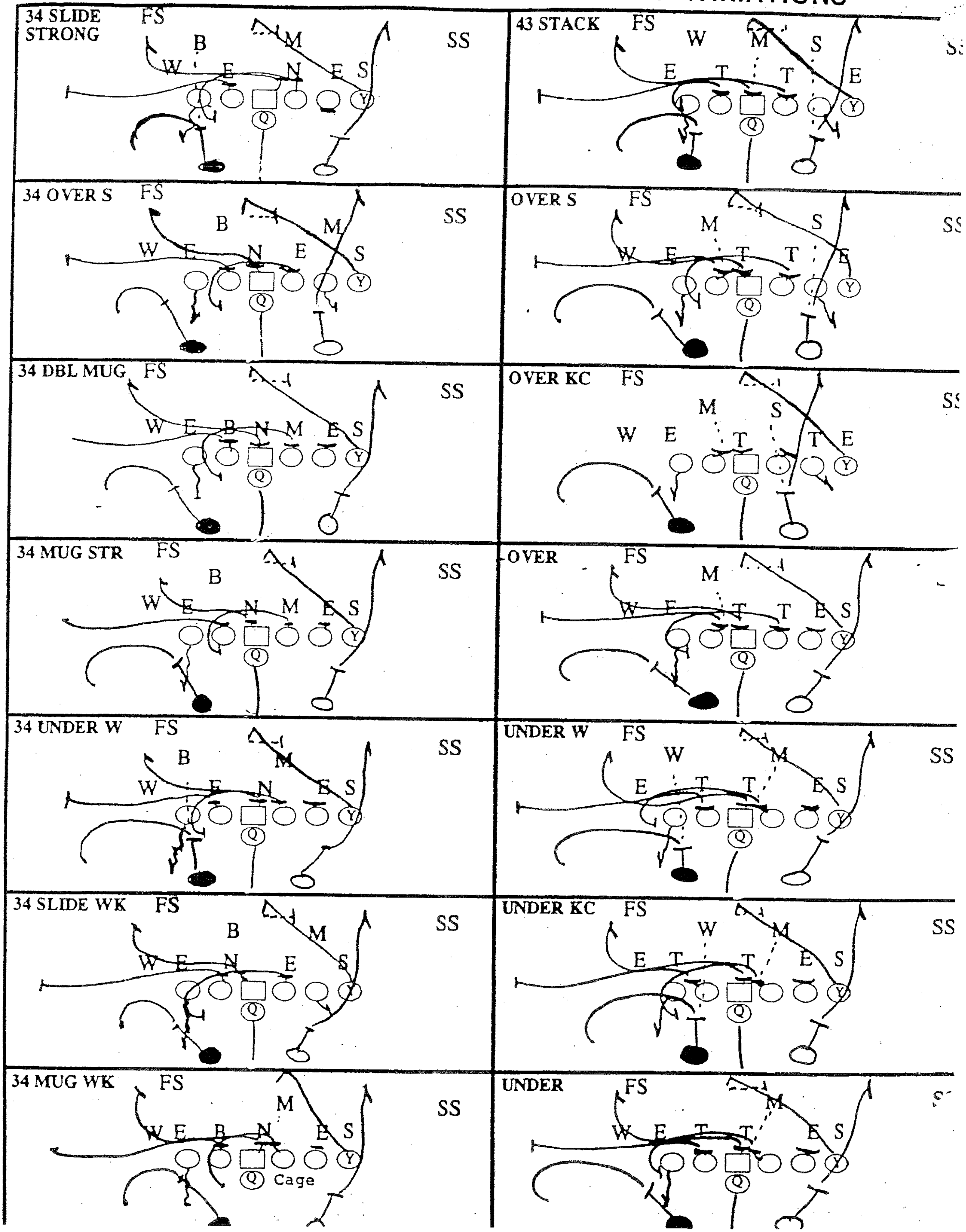
QB	5 step drop, reset, read T.E. No deep help Look to WR's.
R	Check assignment, run screen set up 5x5 outside the tackle.
H	Pocket Pro - check assignment - run clear seal backside pursuit.

BACKSIDE		FRONTSIDE
	C	Pocket Pro, 3 counts, block numbers (second widest defender) poss. Switch w Guard if you get out first.
Block pocket pro. 3 counts peel back to trailing defender to far LB'er. Look for spy tech.	G	Pocket Pro - 3 count lead screen block flat (widest defender). Block LB'er covering back if man coverage.
Pocket Pro.	T	Pocket Pro set deep and cut or ride upfield.
	Y	Release over ball (4 route). Look hot. If screen is thrown seal backside pursuit. Block Sam or S/S vs Pistol
	X	Pattern, block if screen is thrown. S.A.
Pattern, block if screen is thrown. S.A.	Z	

SPLIT RT SCREEN LT TO R

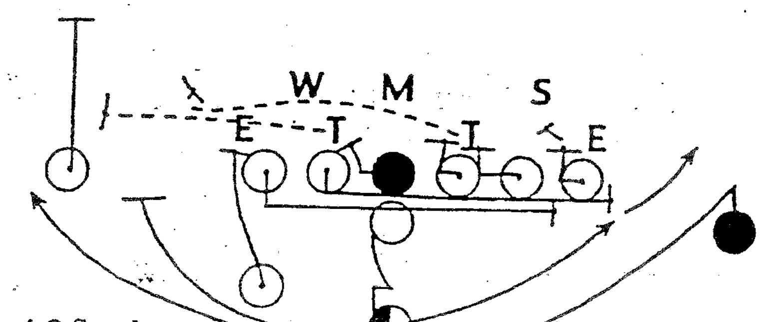
30 VARIATIONS

40 VARIATIONS

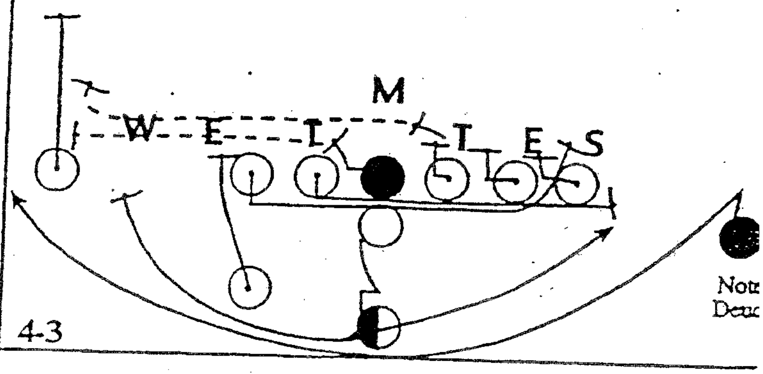


SPECIAL PLAYS

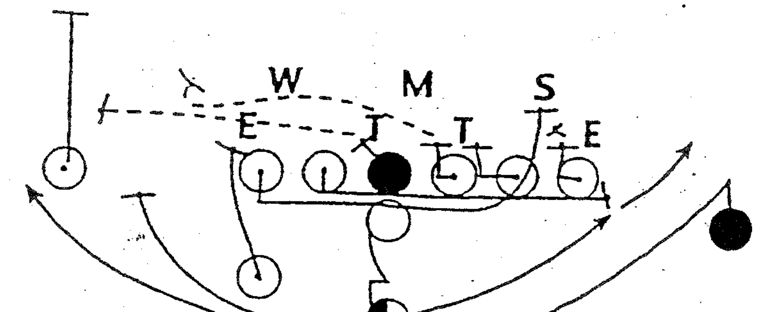
FAKE 60/70 COUNTER Z REVERSE LEFT/RIGHT



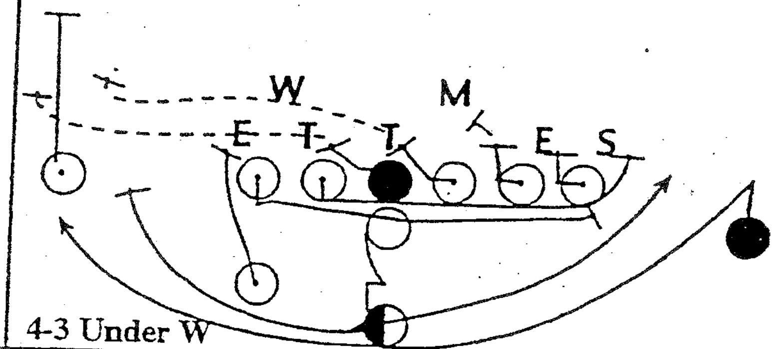
4-3 Stack



4-3



4-3 Over Stack

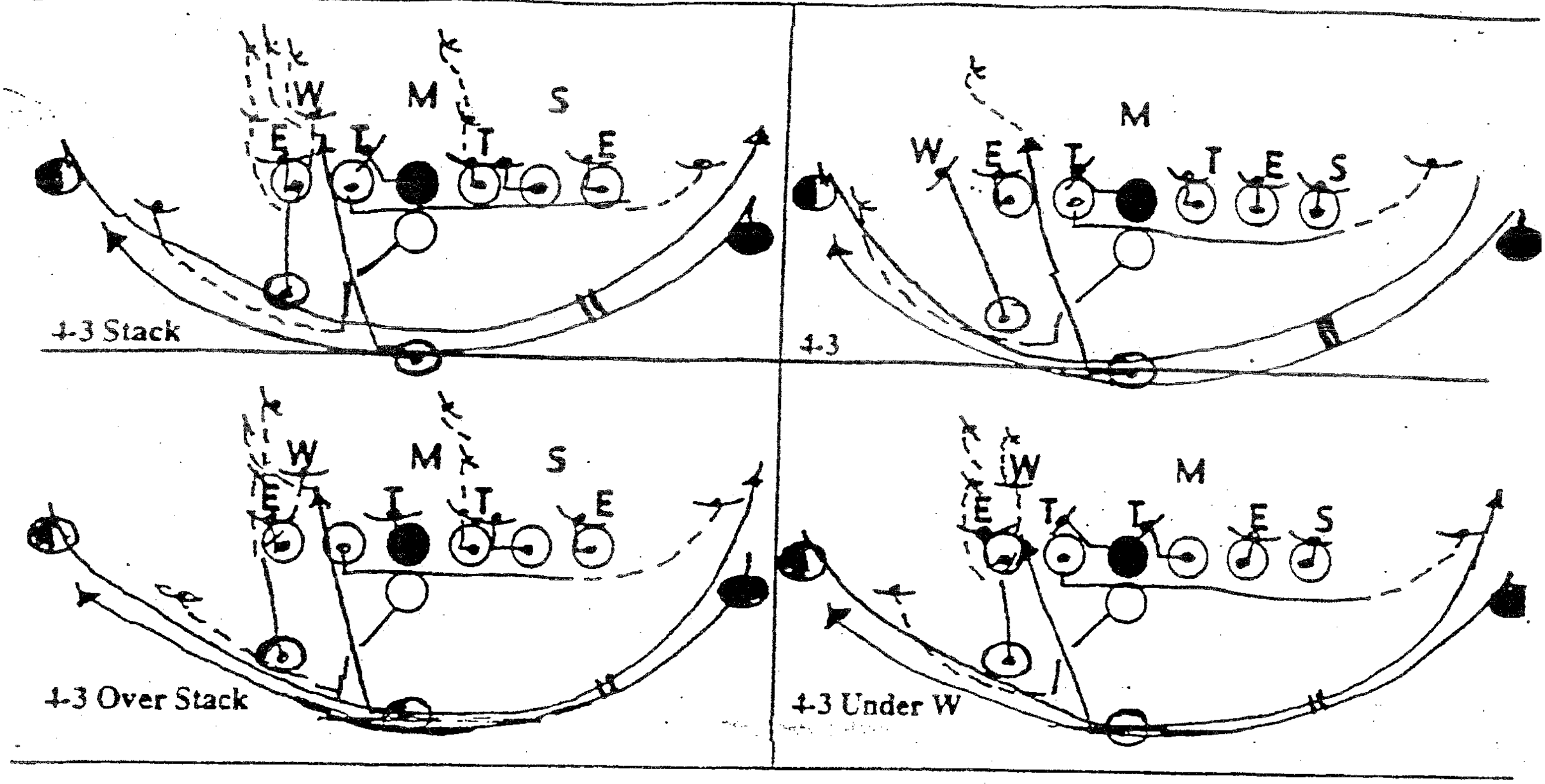


4-3 Under W

DESCRIPTION:		
	QB	60/70 COUNTER BALL HANDLING. LEAD REVERSE.
	F	BLOCK EM LOS.
	H	RUN 60/70 COUNTER BUT TAKE A FLAT TRACK ACROSS BACKFIELD - HAND BALL OFF TO Z.

BACKSIDE		FRONTSIDE
	C	BLOCK 60/70 COUNTER, THEN WORK OUT LATE.
PULL, BLOCK 60/70 COUNTER.	G	BLOCK 60/70 COUNTER, THEN WORK OUT LATE.
PULL, BLOCK 60/70 COUNTER.	T	BLOCK 60/70 COUNTER.
	Y	BLOCK 60/70 COUNTER.
	Z	BALL CARRIER.
	X	BLOCK DEEP 1/3.

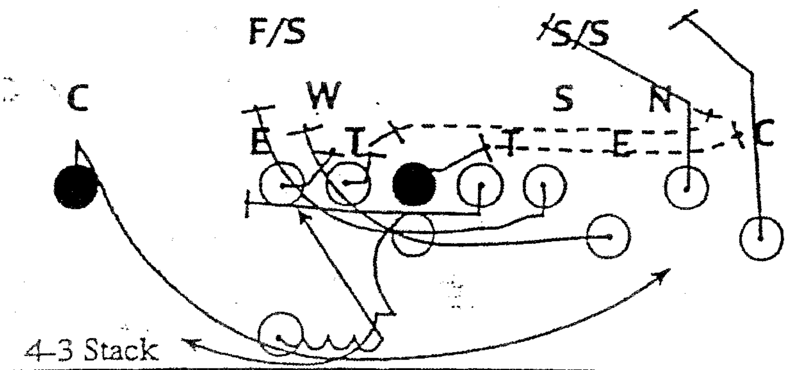
FAKE 50/40 BOB DOUBLE REVERSE LEFT/RIGHT



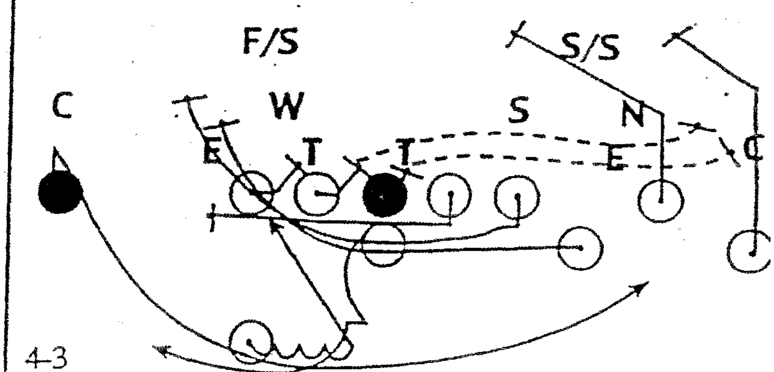
DESCRIPTION:		
	QB	FAKE HANDOFF TO "H" - HAND OFF TO "X" - DELAY, THEN BE READY TO FINISH OFF EM LOS.
	F	BLOCK 50/40 BOB, THEN HELP DOWNFIELD.
	H	GOOD FAKE OF 50/40 BOB, THEN HELP DOWNFIELD.

BACKSIDE		FRONTSIDE
	C	COVERED, BLOCK MAN OVER. ALERT SWAP, ZORRO, ANGLE CALLS. IF UNCOVERED, BLOCK DT OVER CALLSIDE GUARD.
IF UNCOVERED WORK SWAP OR ZORRO BLOCK WITH CENTER. ALERT "OFF" CALL. COVERED, BLOCK #1 OR WORK SLIP WITH TACKLE. ALERT "ANGLE" VS SOLIDS.	G	PULL, BLOCK FIRST DEFENDER OUTSIDE OF TE.
BLOCK #2. ALERT SLIP BLOCK. ALERT ANGLE VS SOLIDS.	T	BLOCK 50/40 BOB.
	Y	BLOCK MAN OVER.
	Z	BALL CARRIER.
	X	RECEIVE BALL FROM QB, THEN HAND OFF TO Z COMING BEHIND YOU. CONTINUE OUTSIDE.

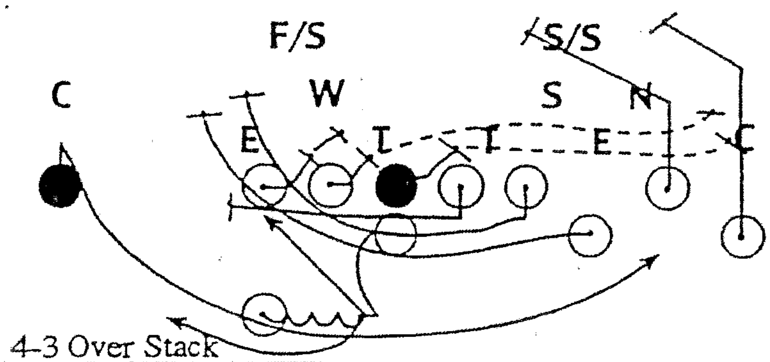
FAKE SAME 99 X BEHIND RIGHT



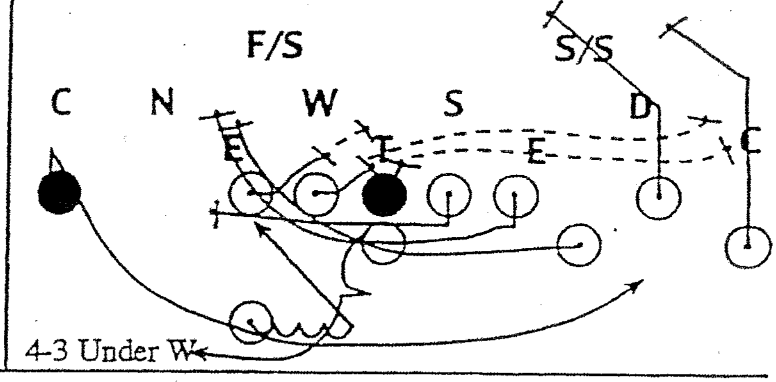
4-3 Stack



4-3



4-3 Over Stack

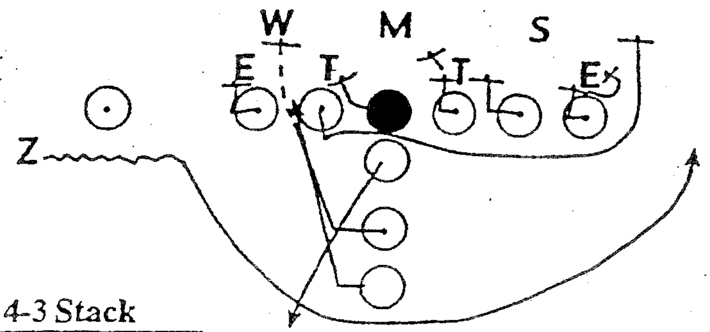


4-3 Under W

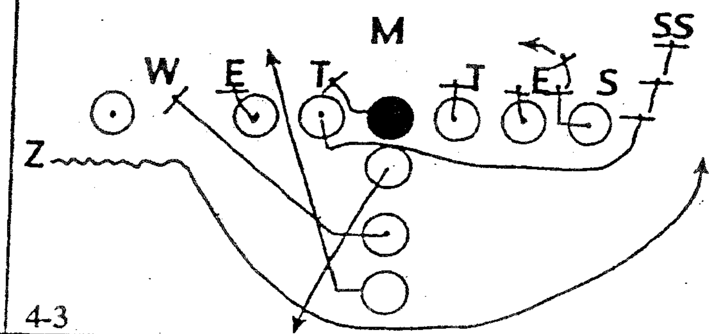
DESCRIPTION:		
	QB	SAME FOOTWORK AS 99/88 STUTTER. GOOD FAKE TO "H", HAND OFF TO X, CONTINUE FAKE.
	F	RUN ROUTE - BLOCK.
	H	FAKE 99/88.

BACKSIDE		FRONTSIDE
	C	SAME BLOCKING AS 99/88 OR 90/80 BIM, THEN SLIDE OUTSIDE, BLOCK DOWNFIELD.
SAME BLOCKING AS 99/88. PULL, BLOCK EM LOS.	G	SAME BLOCKING AS 99/88 OR 90/80 BIM, THEN SLIDE OUTSIDE. BLOCK DOWNFIELD.
PULL, READ GUARD'S BLOCK, THEN UPFIELD.	T	
PULL, LEAD THROUGH HOLE.	Y	
	Z	RUN ROUTE, BLOCK.
	X	BALL CARRIER.

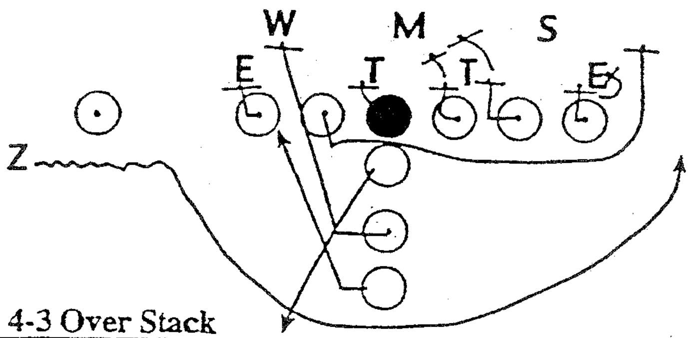
FAKE 50 BOB Z AROUND RIGHT



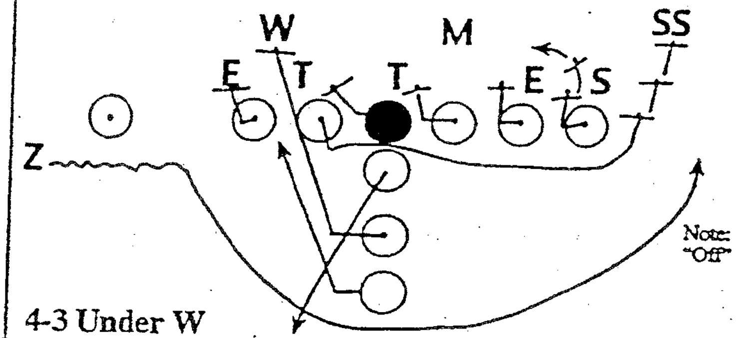
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

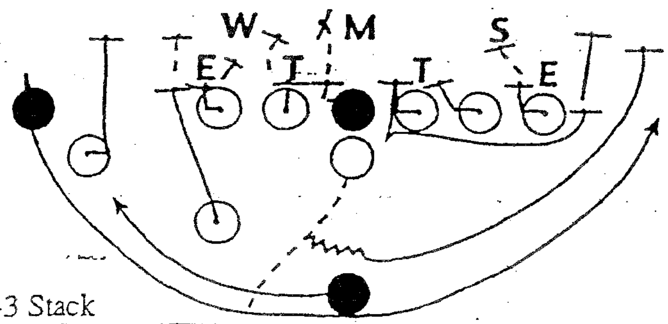
DESCRIPTION: REVERSE	QB	BOB FOOTWORK - FAKE TO HB, HAND OFF TO Z.
	F	BLOCK 50 BOB.
	H	RUN 50 BOB. SELL IT.

BACKSIDE		FRONTSIDE
	C	BLOCK "O" TO BACKSIDE TACKLE. ALERT OFF, ANGLE, ACE CALLS.
PULL - ALERT FOR SAM LBER - CHIP IN ROUTE TO SAFETY.	G	BLOCK #1. ALERT TO OFF, ACE, ANGLE CALLS.
BLOCK #2.	T	BLOCK #2. ALERT SLIP, ANGLE CALLS.
	Y	BLOCK #3. FAKE COMBO THEN BLOCK SAM LBER.
	Z	POSSIBLE MOTION. RUN REVERSE.
	X	BLOCK MAN OVER.

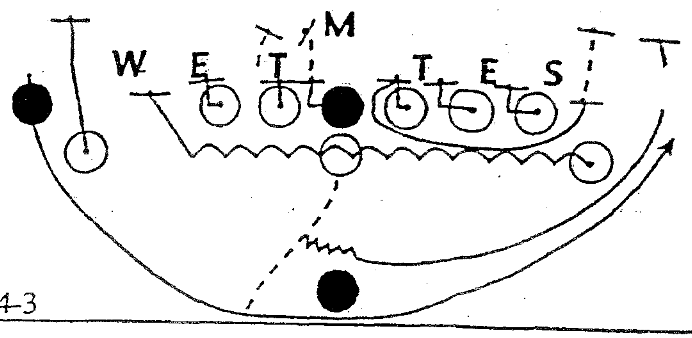
SHORT YARDAGE RUN / PASS

GOAL LINE RUN / PASS

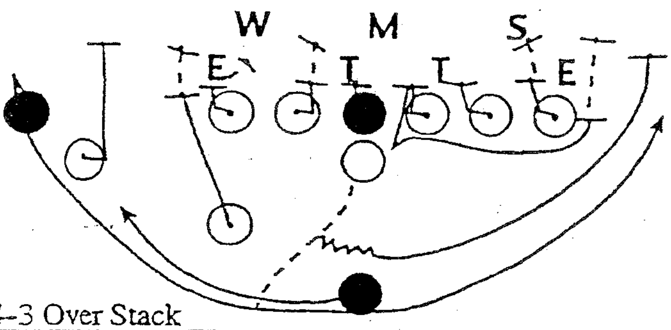
FAKE 90 TOSS X REVERSE RIGHT



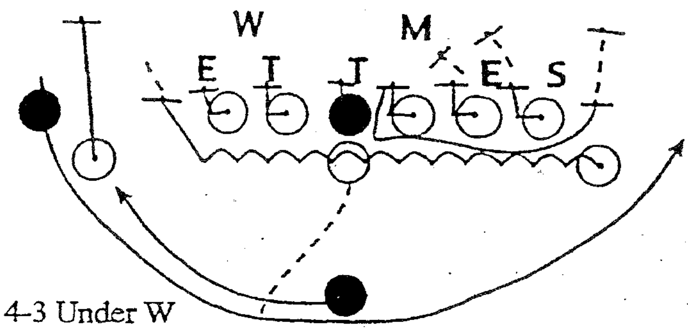
4-3 Stack



4-3



4-3 Over Stack



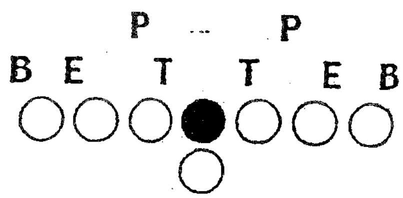
4-3 Under W

DESCRIPTION:		
	QB	TOSS ACTION - SOFT PITCH. HESITATE THEN PEEL BACK. HELP ON FORCE. C.P. - DON'T TAKE BALL CARRIER TO SIDELINE.
	F	BLOCK #3. IF IN MOTION, JAM, ATTACK #3.
	H	ACCAPT BALL, HAVE DEPTH - HAND OFF TO X (Z), CONTINUE OUTSIDE - SEAL.

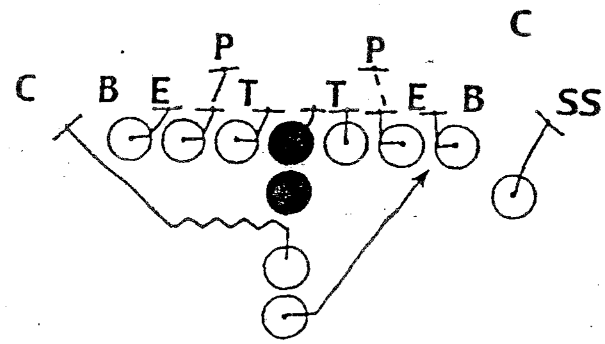
BACKSIDE		FRONTSIDE
	C	BLOCK "0". WORK TOSS SIDE GAP - RAY/LENNY, THEN UPFIELD, PIN LBER.
TOSS BLOCKING - DON'T ALLOW PENETRATION.	G	FLAT GAP STEP INSIDE, FOUR COUNTS - LOSE GROUND INITIALLY. BE READY FOR QUICK FORCE. GET UPFIELD ASAP. DON'T STRING PLAY OUT.
TOSS BLOCKING - DON'T ALLOW PENETRATION.	T	IF UNCOVERED, BLOCK DOWN. IF COVERED AND ON GUARD COVERED, BLOCK DOWN. IF COVERED AND ON GUARD UNCOVERED, WORK TREY BLOCK WITH TIGHT END.
	Y	IF TACKLE UNCOVERED, INFLUENCE BLOCK MAN OVER. IF BUBBLE OVER GUARD, TREY BLOCK. IF TACKLE, GUARD COVERED, BLOCK DOWN.
	Z	BLOCK MDM.
	X	BALL CARRIER.

SPEED / SPRINT

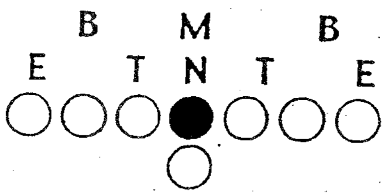
PLAY: QB SNEAK RIGHT



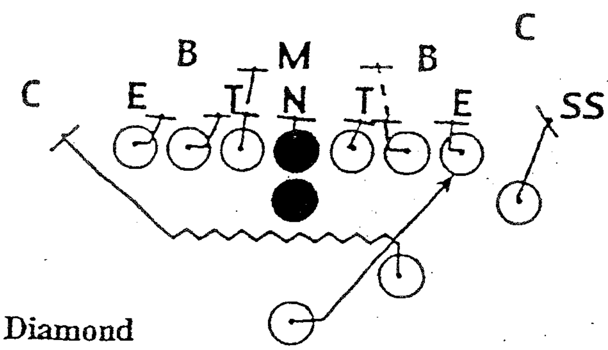
62



62



Solid Diamond

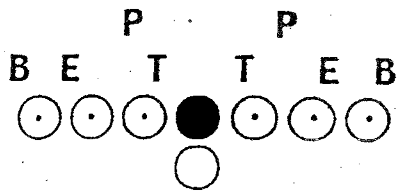


Solid Diamond

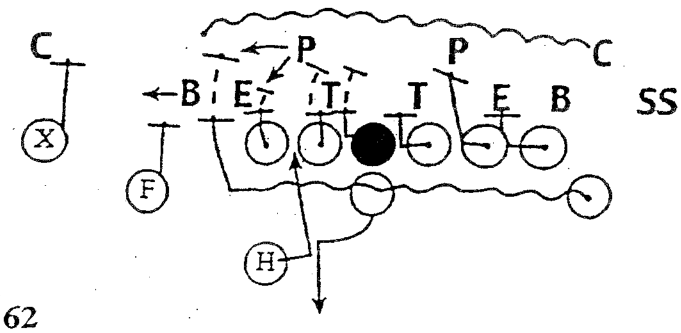
DESCRIPTION:		
	QB	TAKE SNAP, PAUSE, LOWER SHOULDER AND DRIVE.
	F	BLOCK WEAKSIDE EDGE.
	H	BLOCK STRONGSIDE EDGE.

BACKSIDE		PLAYSIDE
	C	COVERED, DRIVE BLOCK THE NOSE TACKLE. UNCOVERED, DOUBLE TEAM DT TO THE SIDE OF CALL.
LOCK INSIDE GAP WITH SHOULDERS SQUARE. VS OLID - DOUBLE TEAM DT W/TACKLE.	G	VS EVEN, DOUBLE TEAM DT W/CENTER. VS SOLID, DOUBLE TEAM DT W/TACKLE.
BLOCK INSIDE GAP WITH SHOULDERS SQUARE. VS SOLID - DOUBLE TEAM DT W/GUARD.	T	VS EVEN, BLOCK INSIDE GAP WITH SHOULDERS SQUARE.
	Y	BLOCK INSIDE GAP WITH SHOULDERS SQUARE.
INSIDE GAP WITH SHOULDERS SQUARE.	X	
	Z	BLOCK INSIDE GAP WITH SHOULDERS SQUARE.

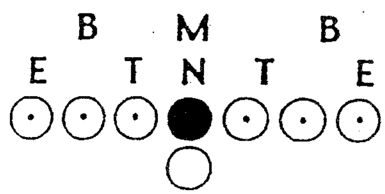
PLAY: EXPLODE: BENGAL RIGHT 30 DIVE



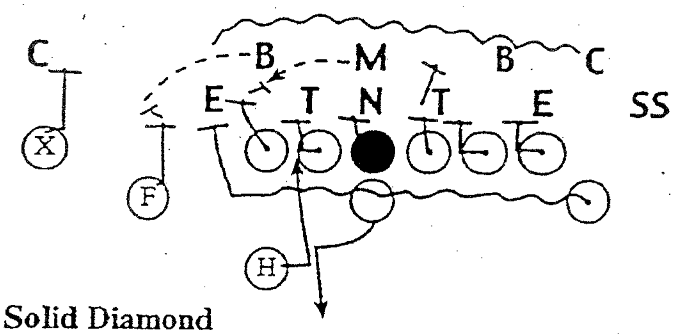
62



62



Solid Diamond



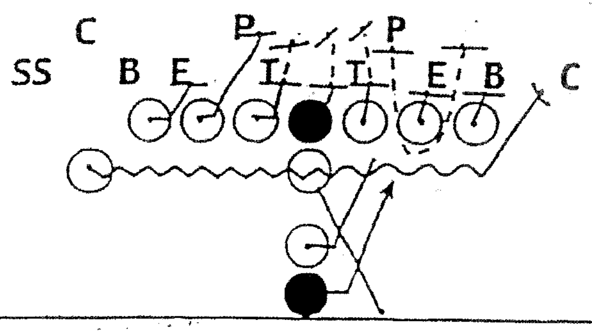
Solid Diamond

DESCRIPTION:

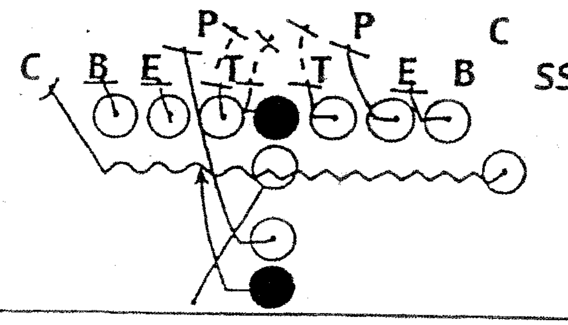
QB	REVERSE, HAND OFF TO H, CONTINUE OUTSIDE.
F	EXPLODE TO SLOT POSITION ON COMMAND, BLOCK MAN OVER.
H	EXPLODE TO HB POSITION ON COMMAND. QUICK SLIDE STEP INSIDE, ACCEPT BALL, READ DAYLIGHT.

BACKSIDE		PLAYSIDE
	C	VS EVEN, WORK LENNY BLOCK WITH ON GUARD. VS SOLID, BLOCK MAN OVER.
VS EVEN, "SWOOP." VS SOLID, WORK SLIP BLOCK WITH TACKLE.	G	VS EVEN, WORK LENNY BLOCK WITH CENTER. VS SOLID, REACH BLOCK #1.
VS EVEN, "SWOOP." VS SOLID, WORK SLIP BLOCK WITH GUARD.	T	VS EVEN, WORK READ ZONE WITH "Z." ALERT FOR LBER RUN THRU. VS SOLID, WORK READ ZONE WITH "Z." ALERT FOR LBER RUN THRU.
VS EVEN, "SWOOP" BLOCK. VS SOLID, CUT OFF BLOCK.	Y	
	X	EXPLODE TO NUMBERS, BLOCK MAN OVER.
	Z	MOTION TO HIP OF OFFENSIVE TACKLE, WORK IN COMBINATION WITH HIM. A READ ZONE BLOCK.

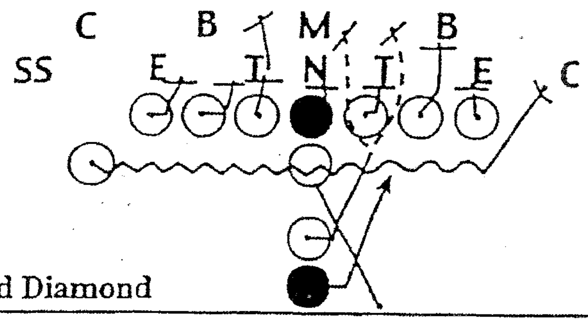
PLAY: 40 CHIP 50 CHIP



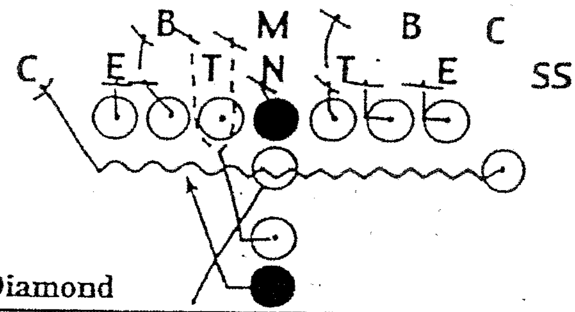
62



62



Solid Diamond



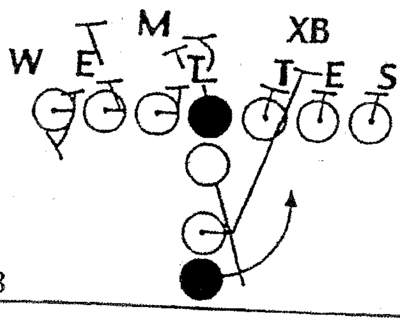
Solid Diamond

DESCRIPTION:

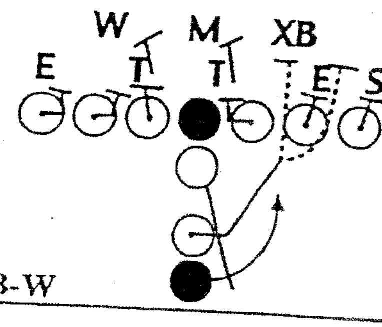
QB	OPEN TOHOLE, GET BALL DEEP TO BALL CARRIER.
F	BLOCK FIRST LBER ONSIDE, READ ON TACKLE'S BLOCK.
H	READ PLAYSIDE GUARD/TACKLE'S BLOCK. ALERT "GANG" CALL.

BACKSIDE		PLAYSIDE
	C	VS EVEN, DOUBLE TEAM DT WITH ON GUARD TO OFF LBER, ALERT GANG CALL. VS SOLID, BLOCK MAN OVER.
VS EVEN, "SWOOP" BLOCK. VS SOLID, WORK SLIP BLOCK WITH TACKLE, SURGE.	G	VS EVEN, DOUBLE TEAM DT WITH CENTER TO OFF LBER, ALERT "GANG" CALL. VS SOLID, REACH BLOCK DT.
VS EVEN, "SWOOP" BLOCK. VS SOLID, WORK SLIP BLOCK WITH GUARD, SURGE.	T	VS EVEN, BLOCK #2. ALERT "GANG" CALL. VS SOLID, READ ZONE WITH TE.
	Y	VS EVEN, BLOCK #2. ALERT "GANG" CALL.
... EVEN, "SWOOP" BLOCK. VS SOLID, CUT OFF BLOCK ON #3.	X	
	Z	BLOCK EM LOS. PROTECT INSIDE GAP.

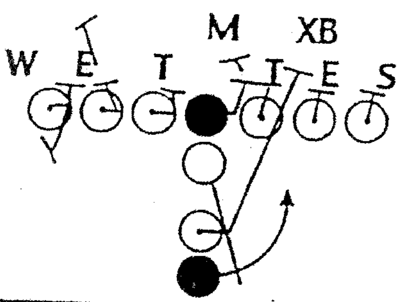
PLAY: 40 / 50 BOSS



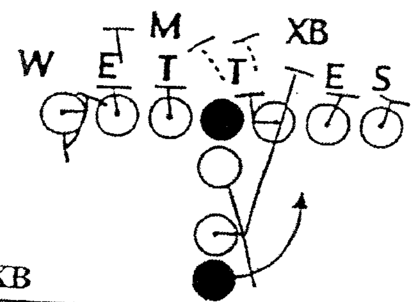
43 Over XB



43 Under XB-W



43 XB



43 Under XB

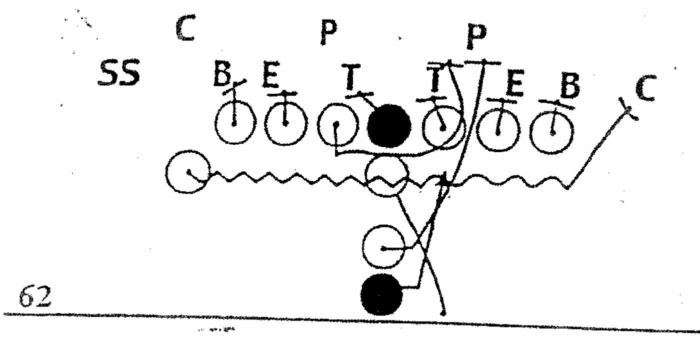
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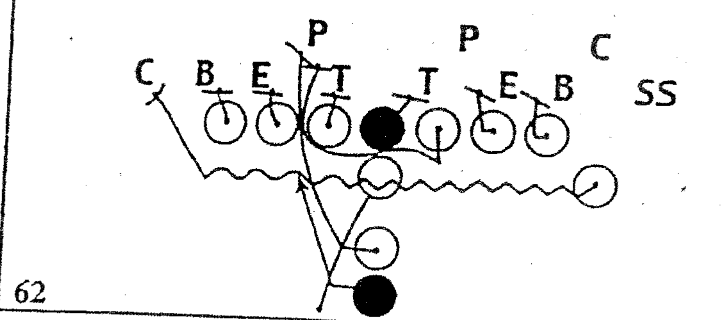
FORMATIONS:
TITE
ITE FLY

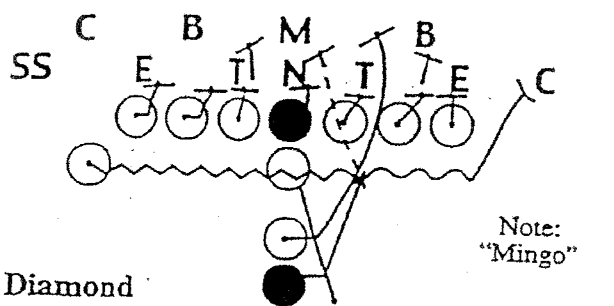
QB	SAME AS REGULAR
F	SAME AS REGULAR
H	SAME AS REGULAR

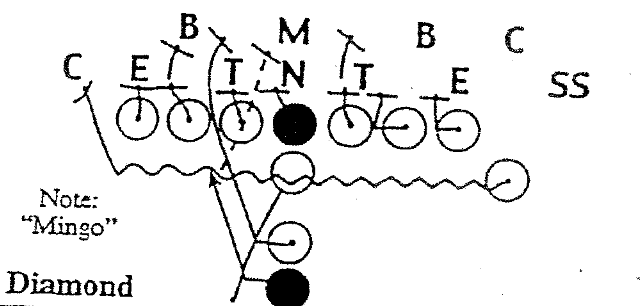
BACKSIDE		PLAYSIDE
	C	SAME AS REGULAR
SAME AS REGULAR	G	SAME AS REGULAR
SAME AS REGULAR	T	SAME AS REGULAR
	Y	SAME AS REGULAR
	X	
CUTOFF OR COMBO	Z	MDM

PLAY: 20 LEAD OH 30 LEAD OH









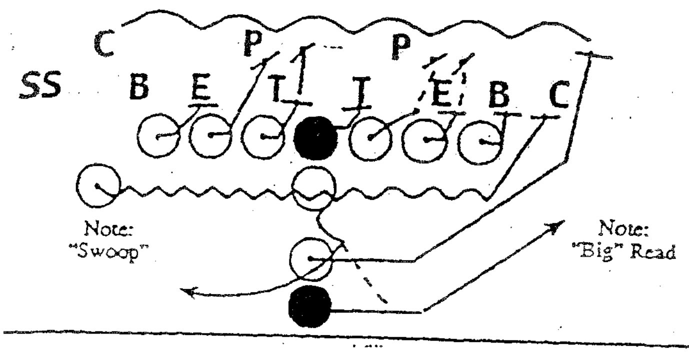
DESCRIPTION:

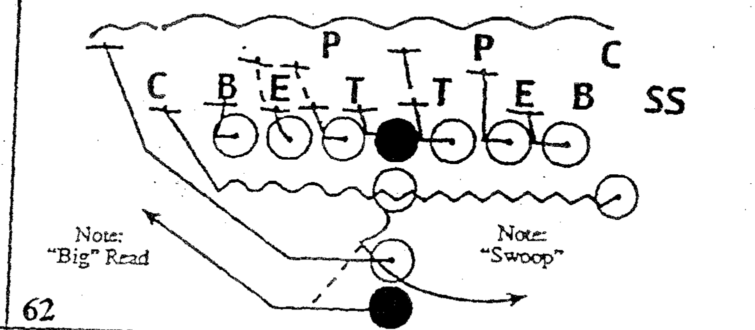
QB	SPRINT BACK, GIVE BALL DEEP TO BALL CARRIER. FINISH NAKED.
F	LEAD ON 1ST LBER INSIDE OUT. VS SOLID, BLOCK MIKE LBER.
H	BALL CARRIER READ ONSIDE LINE BLOCKING, FOLLOW "F".

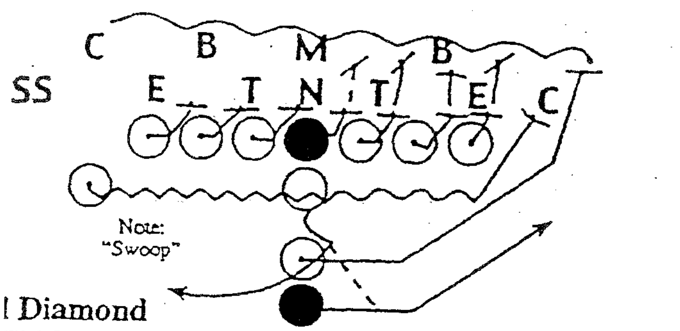
BACKSIDE		PLAYSIDE
	C	VS EVEN, BLOCK BACK ON DT. VS SOLID, ALERT MINGO, BLOCK MAN OVER.
'ULL, SKIN IT, READ ON GUARD'S BLOCK. VS SOLID, VORK SLIP WITH TACKLE - SURGE.	G	BLOCK #1. VS SOLID, REACH BLOCK #1.
'S EVE, BLOCK #2. VS SOLID, WORK SLIP BLOCK VITH GUARD - SURGE.	T	BLOCK #2. VS SOLID, READ ZONE WITH TE.
	Y	BLOCK #3. VS SOLID, READ ZONE WITH TACKLE.
›CK #3.	X	
	Z	BLOCK #4.

ᴀY: 80 PITCH

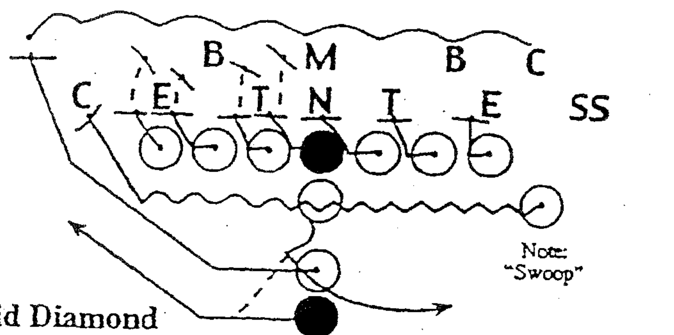
90 PITCH







l Diamond



Solid Diamond

CRIPTION:

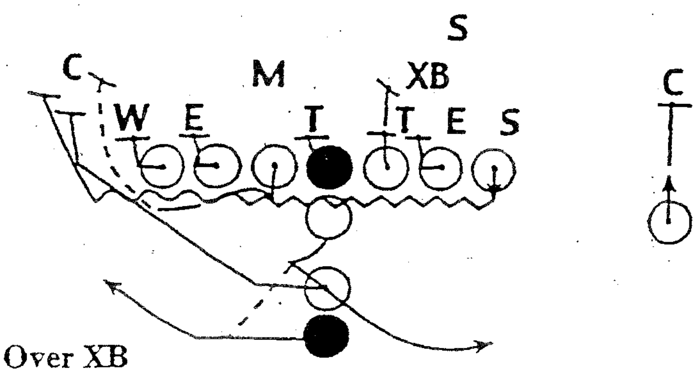
QB	REVERSE PIVOT, SOFT PITCH, FINISH WITH NAKED.
F	RUN PARALLEL FOR 5 YARDS. READ FORCE. BLOCK FORCE.
H	QUICK JAB. RUN PARALLEL, TAKE PITCH. READ FORCE. FIRST CHOICE, RUN OUTSIDE.

BACKSIDE

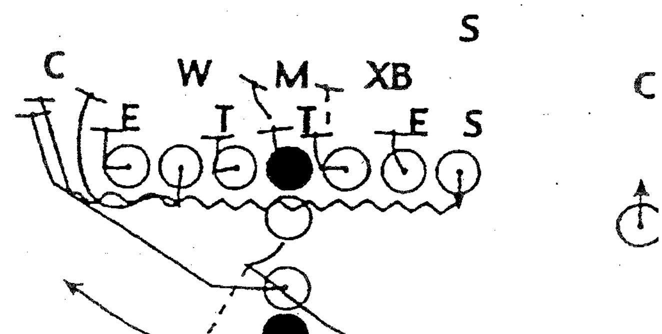
PLAYSIDE

C	VS EVEN, REACH PLAYSIDE GAP. VS SOLID, SWOOP BLOCK.
G	VS EVEN, WORK "BIG READ" WITH ON TACKLE. ALERT "GANG" CALL. ALERT PITCH, GEE, PULL AND BLOCK PLAYSIDE LBER. VS SOLID, REACH BLOCK DT. ALERT PITCH, GEE, PULL AND BLOCK PLAYSIDE LBER.
T	VS EVEN, WORK "BIG READ" WITH ON GUARD; ALERT "GANG" CALL. ALERT PITCH, "GEE", BLOCK #2. VS SOLID, WORK "READ ZONE" WITH Y. ALERT POSSIBLE "TAKE" CALL - G.P. ALERT PITCH "GEWE" - BLOCK DOWN ON DT.
Y	VS EVEN, BLOCK MAN OVER; ALERT "GANG" CALL. VS SOLID, WORK READ ZONE WITH ON TACKLE. ALERT POSSIBLE "TAKE" CALL - G.P.
X	
Z	PLAY TO - BLOCK EM LOS. PLAY AWAY - SWOOP.

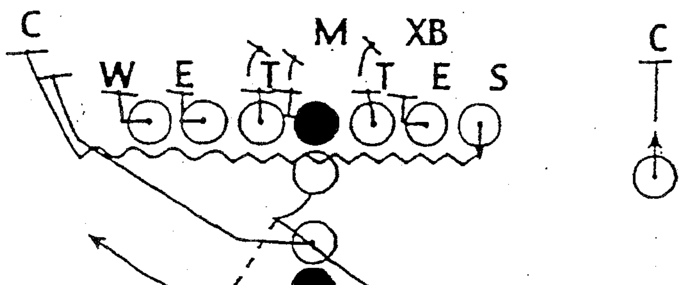
PLAY: I LEFT WING ZOOM 90 PITCH



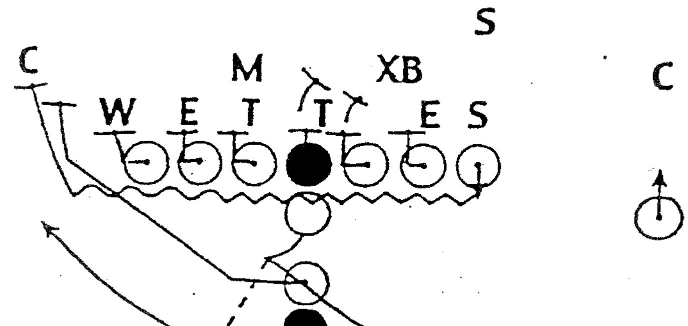
4-3 Over XB



4-3 Under W Sup



4-3 XB



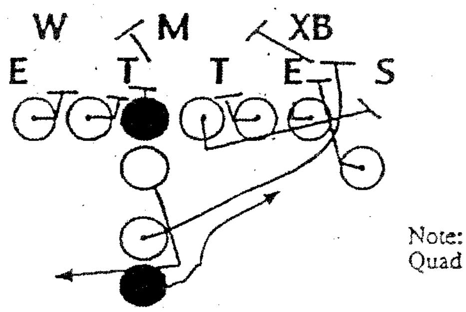
4-3 Under W

DESCRIPTION:

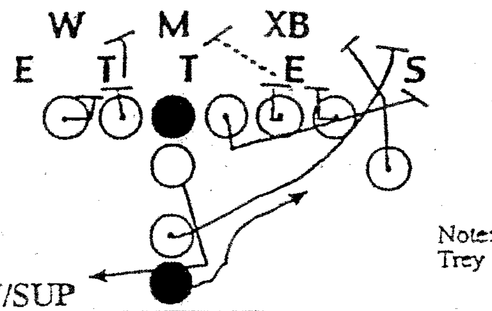
QB	SAME AS REGULAR.
F	SAME AS REGULAR.
H	SAME AS REGULAR.

BACKSIDE		PLAYSIDE
	C	SAME AS REGULAR.
	G	SAME AS REGULAR.
	T	SAME AS REGULAR.
	Y	SAME AS REGULAR.
	X	
	Z	ON "READY" MOVE OFF LOS. MOTION ONSIDE BLOCK FORCE.

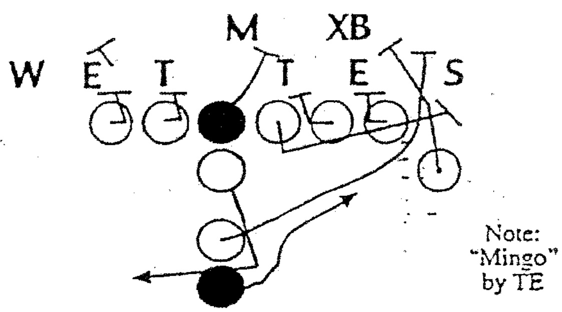
PLAY: 60/70 LOAD GEE



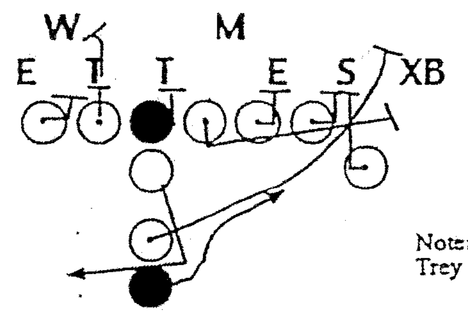
43 OVER XB



43 UNDER W/SUP



43 XB



43 UNDER W

DESCRIPTION:

QB — BOB FOOTWORK. FINISH WEAK ON NAKED.

F — BLOCK SUPPORT. READ ON GUARD'S BLOCK.

H — BOB FOOTWORK.

BACKSIDE

PLAYSIDE

C — BLOCK "O" ALERT SWAP, SKIN, CAT CALLS.

G — PULL - BLOCK EM LOS.

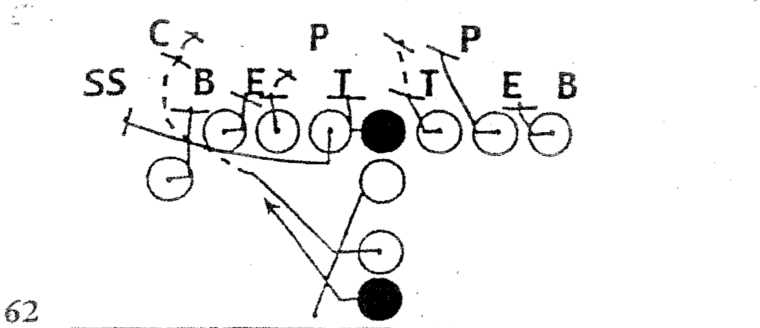
T — BLOCK DOWN ON #1. IF OG UNCOVERED, WORK TREY BLOCK. ALERT QUAD CALL- BLOCK MAN OVER.

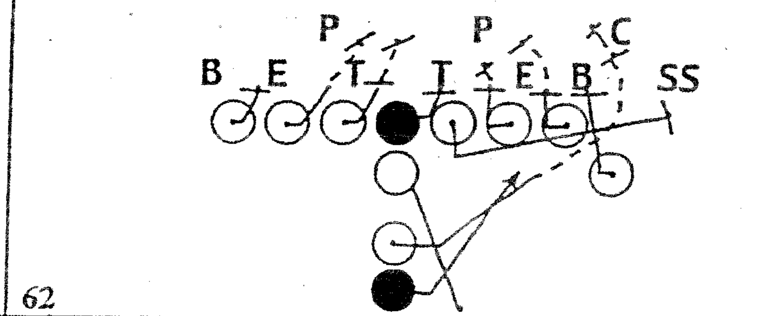
Y — IN WING POSITION. ALERT TREY, QUAD CALLS. IF MINGO, CALL BLUFF LB & BLOCK FORCE

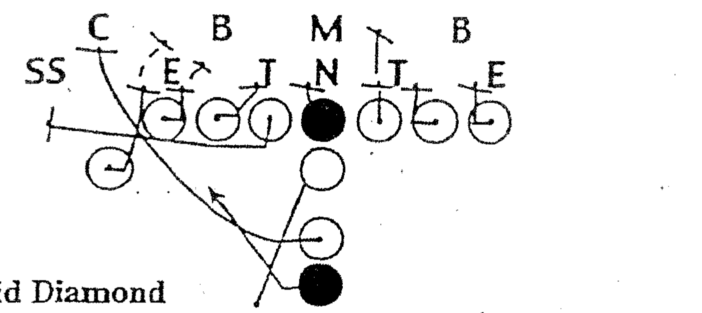
X — BLOCK #2. ALERT TREY, QUAD CALLS. CALL MINGO IF NEED NO HELP.

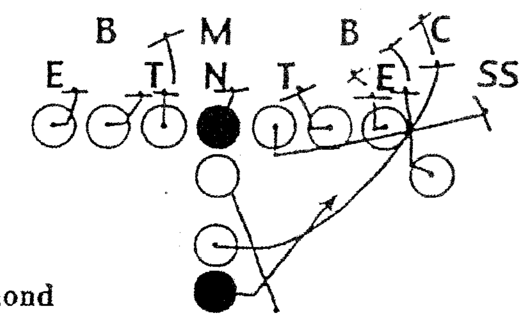
Z — (Backside:) LOCK MAN OVER.

PLAY: 70 LOAD GEE | 60 LOAD GEE







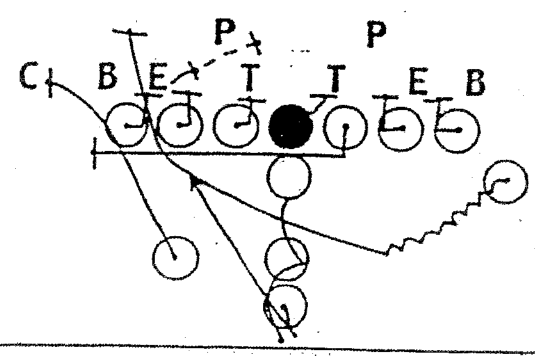


DESCRIPTION:

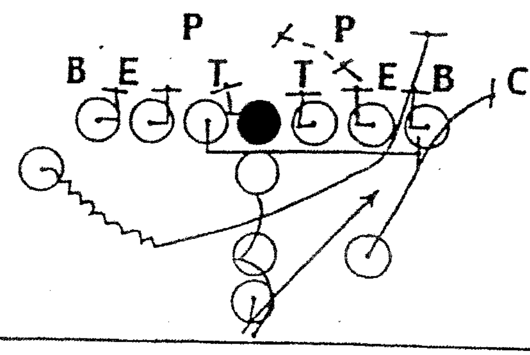
QB	OPEN TO HOLE, GET BALL DEEP AND QUICK TO H.
F	LEAD FOR INSIDE FORCE. READ ON GUARD'S BLOCK.
H	DOWN HILL PATH, READ ON GUARD'S BLOCK.

BACKSIDE		PLAYSIDE
	C	VS EVEN, REACH DT ONSIDE. VS SOLID, BLOCK MAN OVER.
VS EVEN, "SWOOP" BLOCK. VS SOLID, WORK SLIP BLOCK WITH TACKLE.	G	PULL, BLOCK EM LOS.
VS EVEN, "SWOOP" BLOCK. VE SOLID, WORK SLIP BLOCK WITH GUARD.	T	VS EVEN, BLOCK #2. POSSIBLE TREY BLOCK W/TE. ALERT GAP CALL. VS SOLID, BLOCK DOWN ON DT.
	Y	VS EVEN, POSSIBLE TREY BLOCK W/TACKLE OR QUAD BLOCK WITH Z. ALERT GAP CALL. VS SOLID, QUAD BLOCK WITH Z.
...OP, CUT OFF.	X	
	Z	BLOCK MAN OVER Y. BE ALERT FOR TREY OR QUAD BLOCK. ALERT GAP CALL.

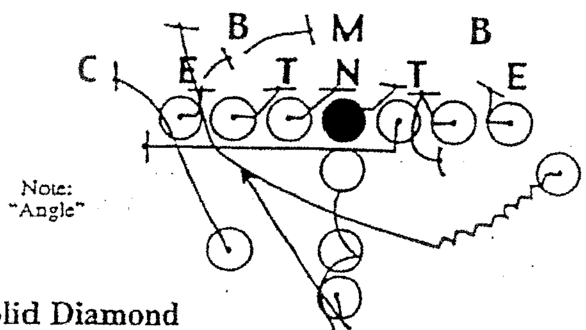
LAY: BANG BLUFF 70 COUNTER | BANG BLUFF 60 COUNTER



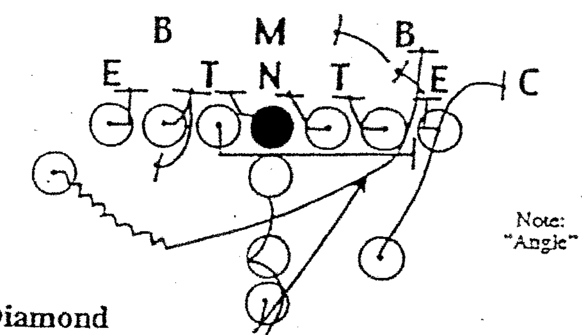
2



62



olid Diamond

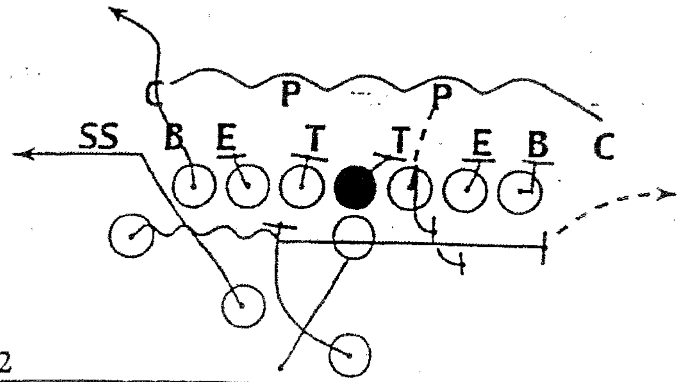


Solid Diamond

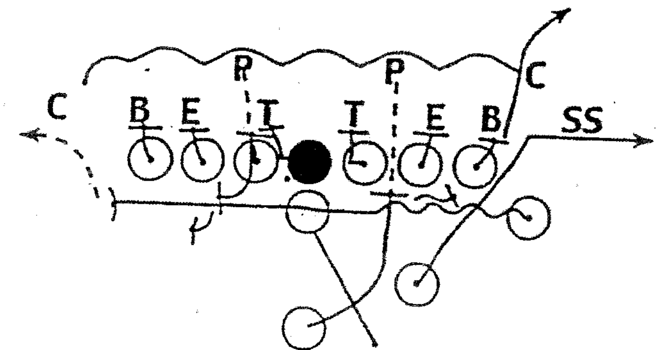
)ESCRIPTION:		
	QB	60/70 COUNTER ACTION.
	F	BLUFF LBER/DE, THEN BLOCK OUT ON CORNER.
	H	RUN 60/70 COUNTER.

BACKSIDE		PLAYSIDE
	C	UNCOVERED, BLOCK BACK ON DT. COVERED, "SOLID" CALL, "ANGLE" CALL, THEN BLOCK DOWN ON NT!
LL, BLOCK EM LOS.	G	BLOCK #1. ALERT SOLID & ANGLE CALL, THEN BLOCK DOWN ON NT!
OCK #2. IF UNCOVERED, STEP INSIDE, SLAM FENSIVE TACKLE, THEN WORK BACK.	T	TREY BLOCK WITH "X" ON DE TO BACKSIDE LBER. VS SOLID, ANGLE CALL, BLOCK DOWN ON DT.
OCK MAN OVER.	Y	
	X	TREY BLOCK WITH TACKLE ON DE TO BACKSIDE LBER. VS SOLID, CHIP DE, BLOCK INSIDE AREA TO MIKE LBER.
NG MOTION, LOSE GROUND, WRAP THROUGH ST DAYLIGHT.	Z	

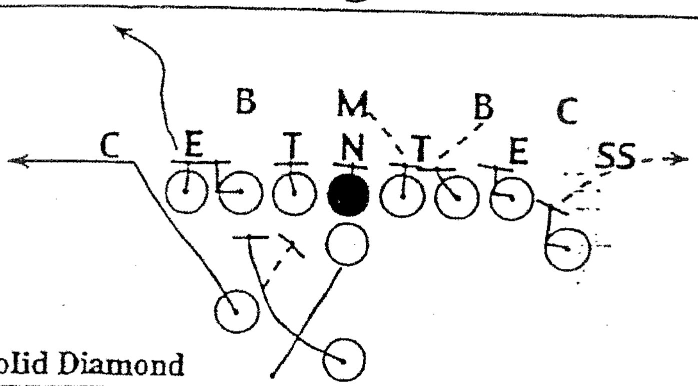
PLAY: ROLL PASS LEFT — ROLL PASS RIGHT X-7 F-FLAT



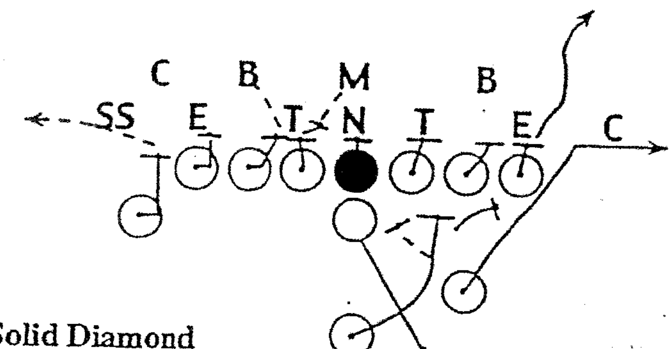
62



62



Solid Diamond



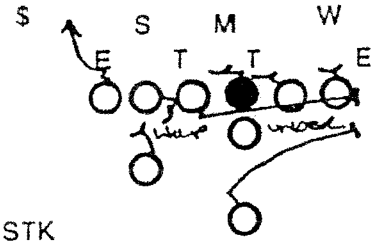
Solid Diamond

DESCRIPTION:

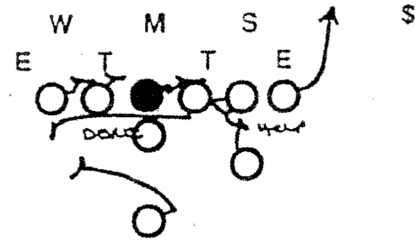
QB	FIRE PASS COURSE. LOOK FOR F IN FLAT THEN TO X ON CORNER ROUTE.
F	RUN FLAT ROUTE.
H	FILL ONSIDE, CHECK WILL LBER TO FORCE.

BACKSIDE		PLAYSIDE
	C	VS EVEN, BLOCK BACKSIDE DT. VS SOLID, BLOCK MAN OVER.
S EVEN, STAB DT. CHECK LBER TO BACKSIDE ORNER. VS SOLID, BLOCK #1.	G	VS EVEN, BLOCK #1. VS SOLID, BLOCK #1.
S EVEN, BLOCK #2. VS SOLID, BLOCK DOWN ON #1 TITH GUARD. CHECK LBER OVER YOU.	T	VS EVEN, BLOCK #2. VS SOLID, BLOCK #2 OVER X.
	Y	BLOCK #3.
	X	BEST RELEASE, CORNER ROUTE.
	Z	CHECK OUTSIDE FOR CORNER OR SS. NOTHING SHOWS, CHECK IN FLAT.

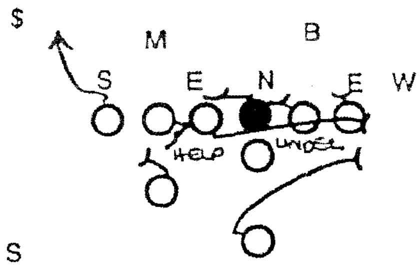
FIRE COUNTER 24-25



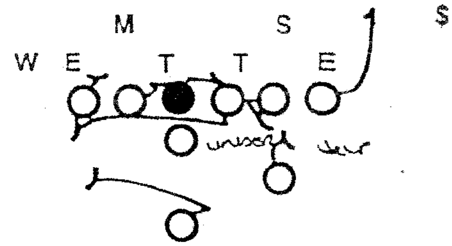
43 OV STK



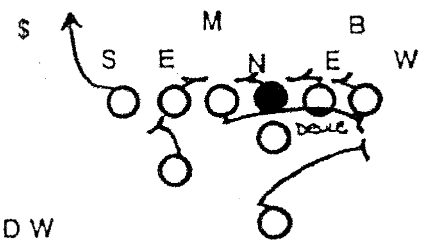
43 STK



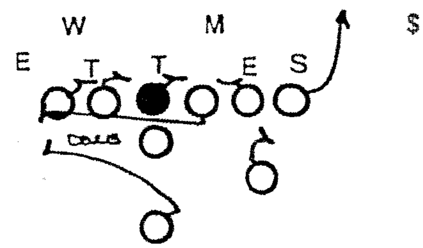
34 OV S



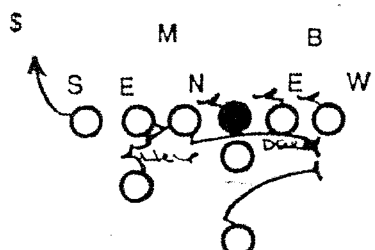
43 OV S



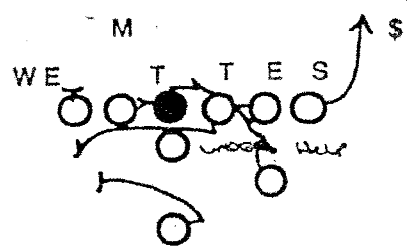
34 UND W



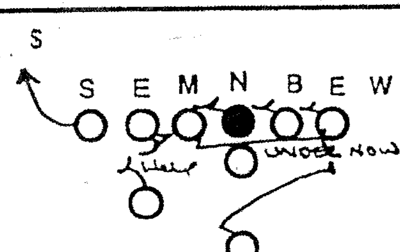
43 UND W



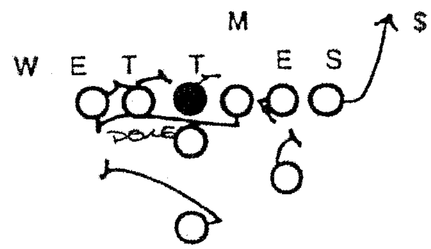
34 SLIDE ST



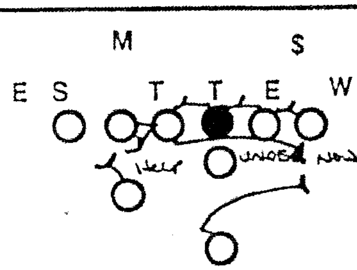
43 OV



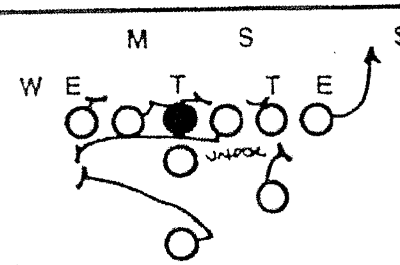
34 DBL MUG



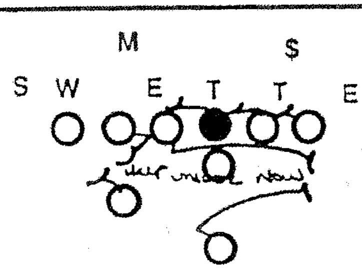
43 UND

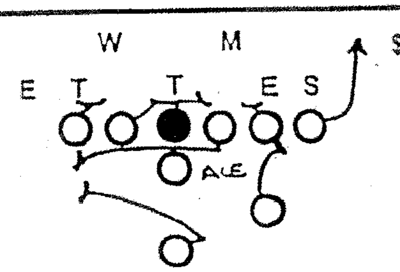


43 OV RAM



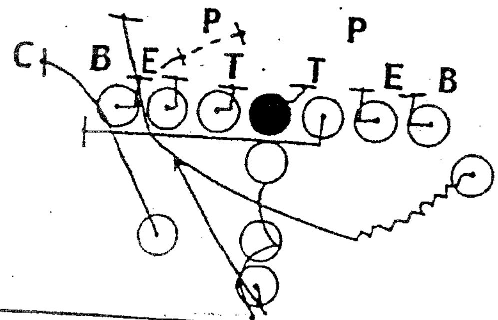
43 OV KC



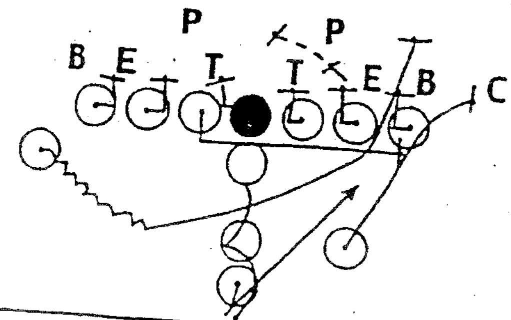


43 UND KC

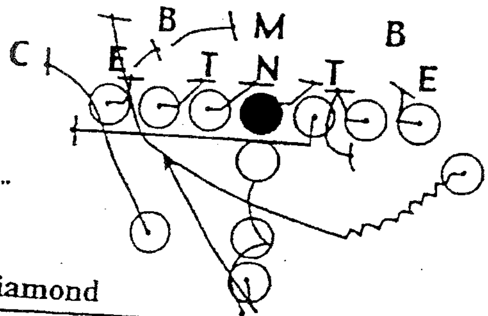
PLAY: BANG BLUFF 70 COUNTER | BANG BLUFF 60 COUNTER



62

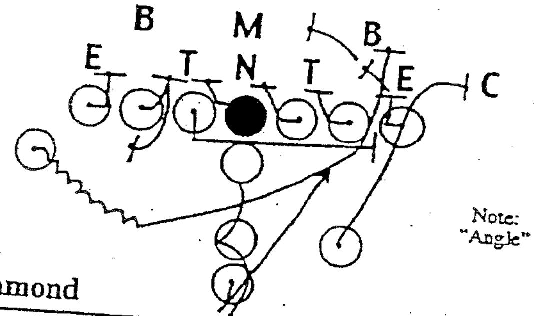


62



Note: "Angle"

Solid Diamond



Note: "Angle"

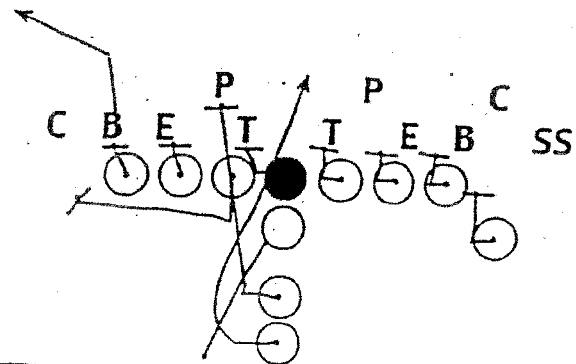
Solid Diamond

DESCRIPTION:

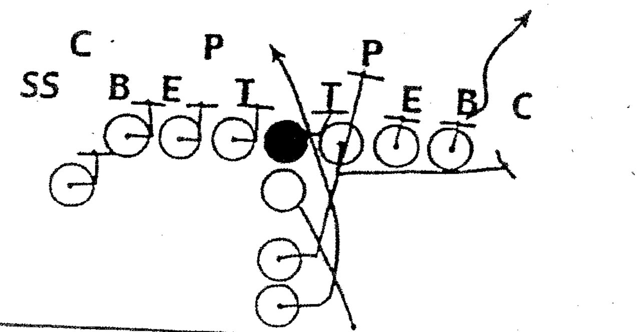
QB	60/70 COUNTER ACTION.
F	BLUFF LBER/DE, THEN BLOCK OUT ON CORNER.
H	RUN 60/70 COUNTER.

BACKSIDE		PLAYSIDE
	C	UNCOVERED, BLOCK BACK ON DT. COVERED, "SOLID" CALL, "ANGLE" CALL, THEN BLOCK DOWN ON NT!
LL, BLOCK EM LOS.	G	BLOCK #1. ALERT SOLID & ANGLE CALL, THEN BLOCK DOWN ON NT!
OCK #2. IF UNCOVERED, STEP INSIDE, SLAM FENSIVE TACKLE, THEN WORK BACK.	T	TREY BLOCK WITH "X" ON DE TO BACKSIDE LBER. VS SOLID, ANGLE CALL, BLOCK DOWN ON DT.
OCK MAN OVER.	Y	
	X	TREY BLOCK WITH TACKLE ON DE TO BACKSIDE LBER. VS SOLID, CHIP DE, BLOCK INSIDE AREA TO MIKE LBER.
N, LOSE GROUND, WRAP THROUGH HT.	Z	

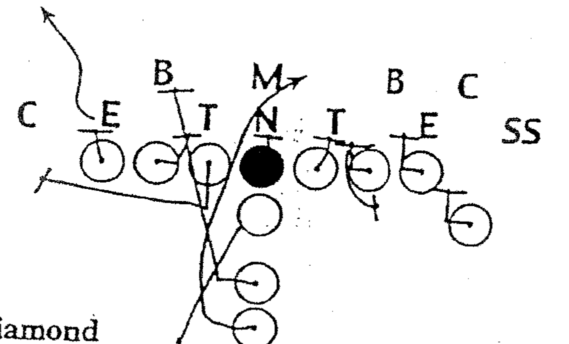
PLAY: GEE PASS LEFT | GEE PASS RIGHT



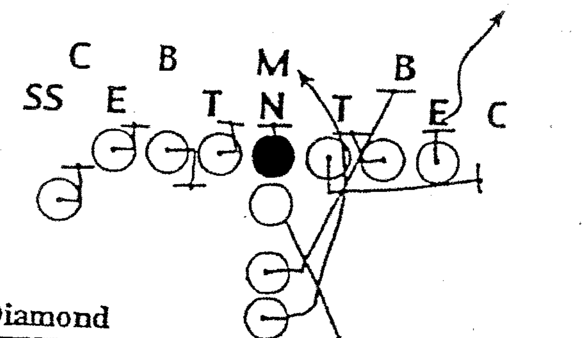
62



62



Solid Diamond



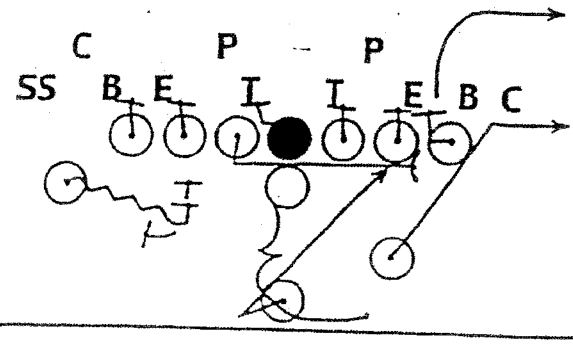
Solid Diamond

DESCRIPTION:

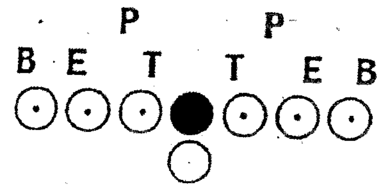
QB	CHIP COURSE, MESH WITH "H." THROW TO X ON 7 ROUTE.
F	LEAD ON 1ST LBER ONSIDE.
H	GEE FOOTWORK, HIT "A" GAP TO BACKISDE. GO OVER THE TOP.

BACKSIDE		PLAYSIDE
	C	VS EVEN, REACH PLAYSIDE GAP. VS SOLID, BLOCK MAN OVER.
/S EVEN, BLOCK #1. VS SOLID, BLOCK #1.	G	PULL, BLOCK EM LOS AGGRESSIVELY.
/S EVEN, BLOCK #2. VS SOLID, STEP DOWN, SLAM DT, :HECK LBER OVER YOU.	T	VS EVEN, BLOCK #2. VS SOLID, BLOCK DOWN ON DT.
:LOCK #3.	Y	
	X	SLAM MAN OVER, BEST RELEASE. RUN 7 ROUTE.
LOCK EM LOS.	Z	

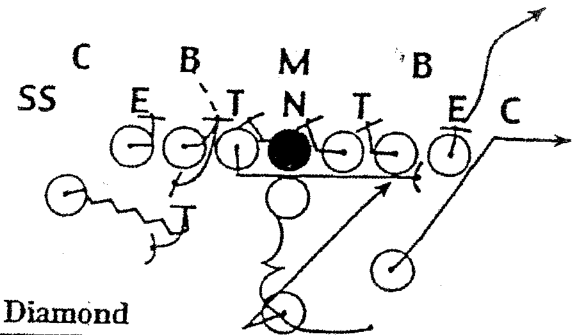
'LAY: FAKE BANG BLUFF CTR PASS RT X-7 F-FLAT



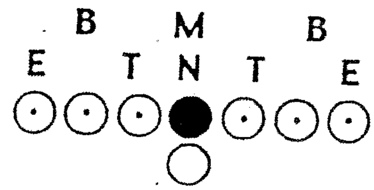
2



62



olid Diamond



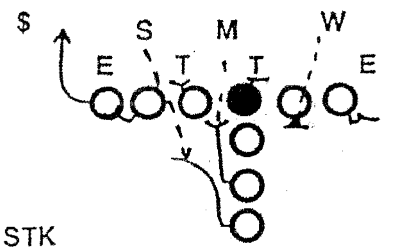
Solid Diamond

)ESCRIPTION:

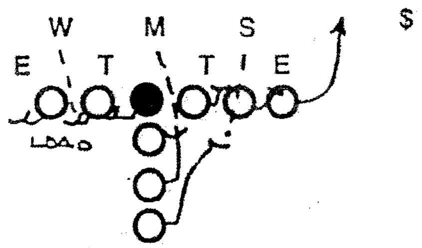
QB	60 COUNTER ACTION.
F	BLUFF LBER/DE, THEN RUN FLAT ROUTE.
H	FAKE 60 COUNTER.

BACKSIDE		PLAYSIDE
	C	UNCOVERED, BLOCK BACK ON DEF TACKLE. UNCOVERED, ANGLE CALL, BLOCK OFF DEF TACKLE.
LL - BLOCK EM LOS.	G	BLOCK #1. ALERT SOLID & ANGLE CALL THEN BLOCK DOWN ON NT.
OCK #2. IF UNCOVERED, STEP INSIDE, SLAM DEF CKLE, THEN WORK BACK.	T	BLOCK #2. ALERT SOLID & ANGLE CALL THEN BLOCK DOWN ON DT.
OCK MAN OVER.	Y	
	X	FAKE BANG, CHECK AREA OVER GUARD THEN WORK BACKSIDE.
	Z	VS EVEN FRONT SIMULATE TREY BLOCK THEN RUN 7 PATTERN. VS SOLID, SLAM DE THEN 7 PATTERN.

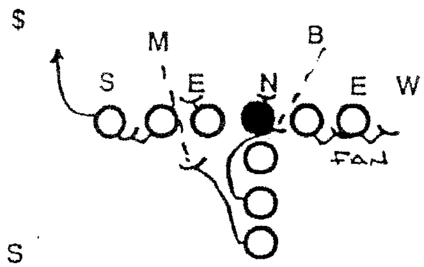
H-LEE / RAY



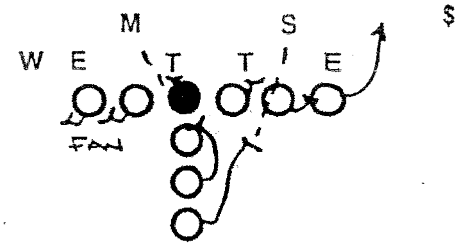
43 OV STK



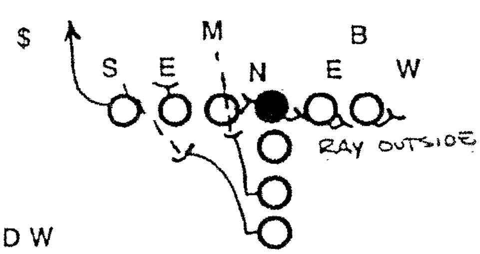
43 STK



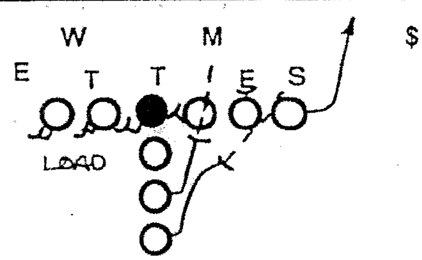
34 OV S



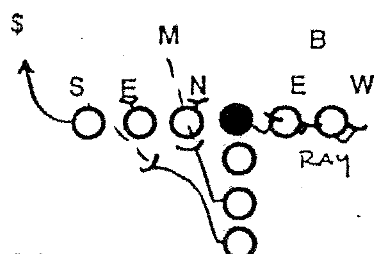
43 OV S



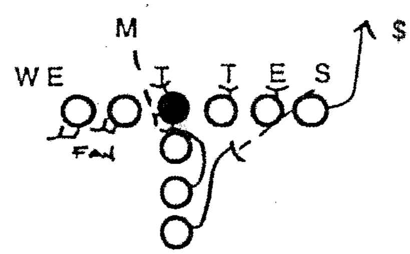
34 UND W



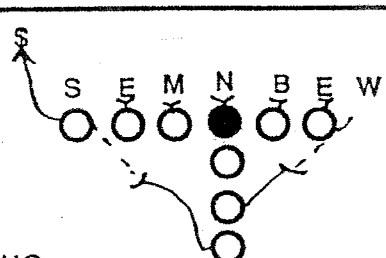
43 UND W



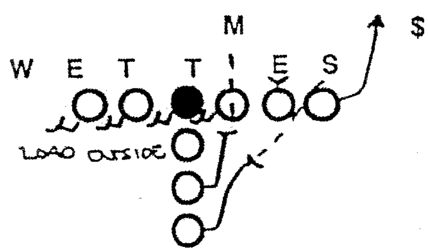
34 SLIDE ST



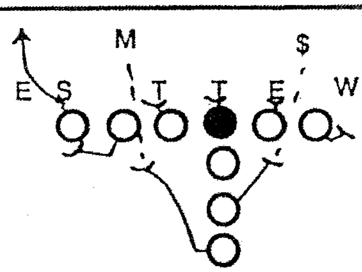
43 OV



34 DBL MUG

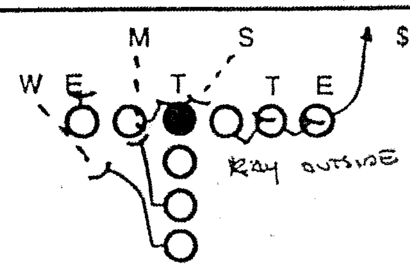


43 UND

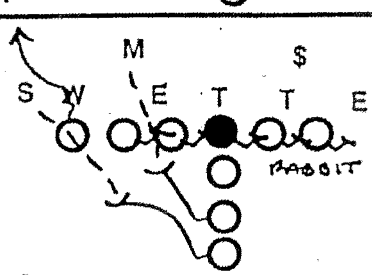


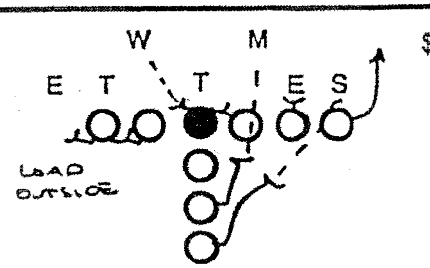
43 OV RAM

✓ OPP



43 OV KC



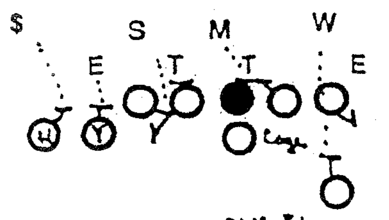


43 UND KC

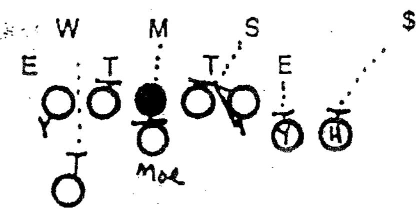
Otto Rt

Otto Lt

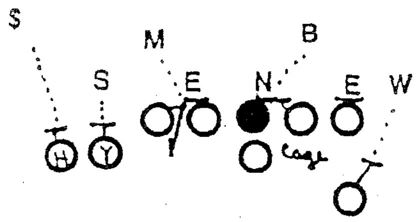
Otto Rt|Lt



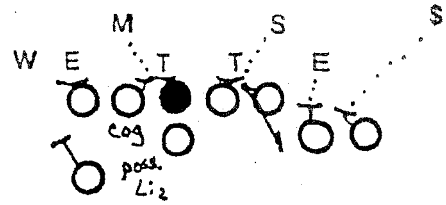
43 OV STK



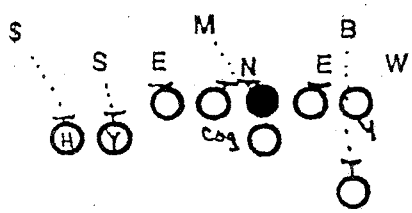
43 STK



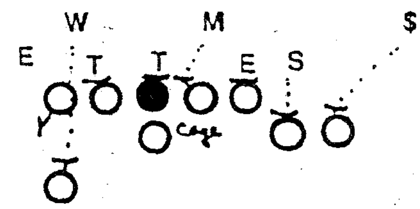
34 OV S



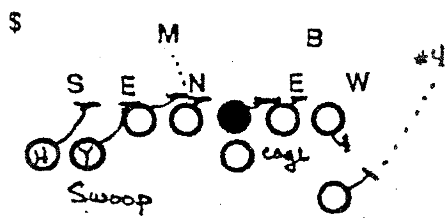
43 OV S



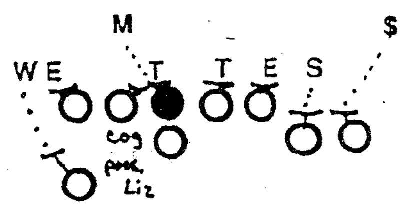
34 UND W



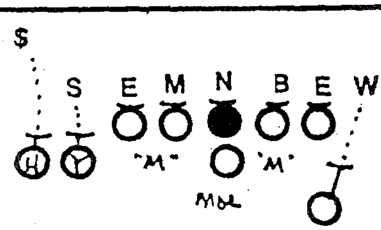
43 UND W



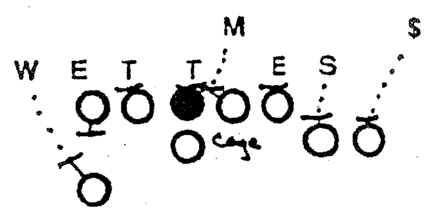
34 SLIDE ST



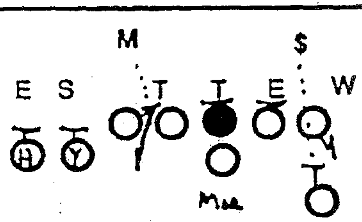
43 OV



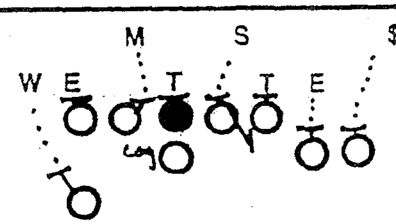
34 DBL MUG



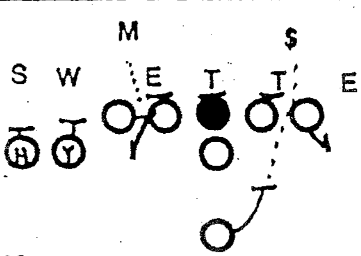
43 UND



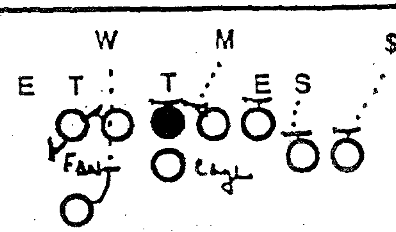
43 OV RAM



43 OV KC



43 UND RAM



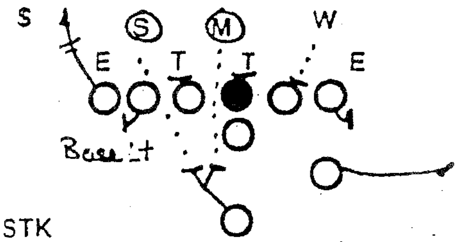
43 UND KC

Roc
Ron
Ray

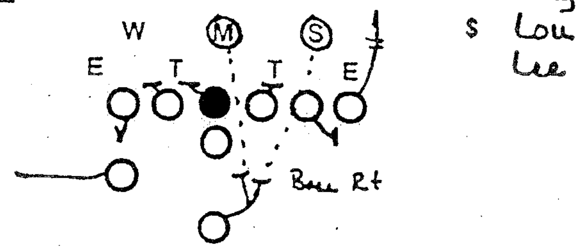
Lug - Roc = 3 step
Lou - Ron = 5 step
Lee - Ray = 7 step

Line is responsible for the 4 down and Will

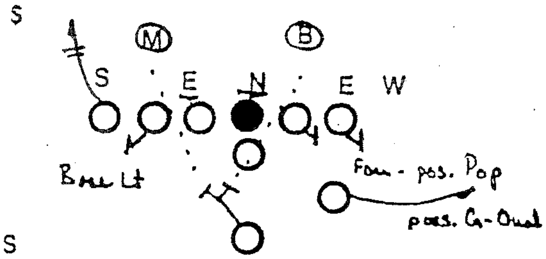
Lug
Lou
Lee



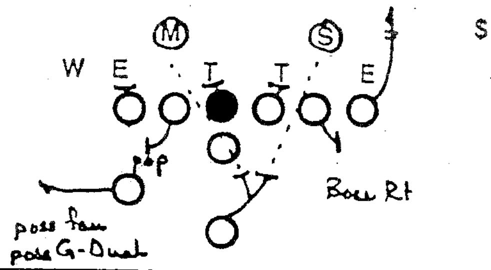
43 OV STK



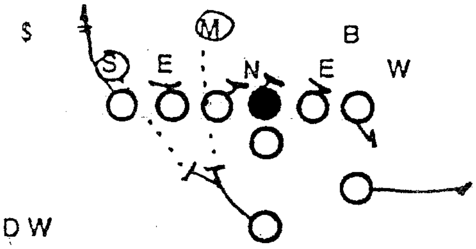
43 STK

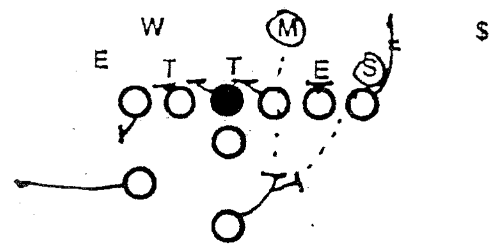


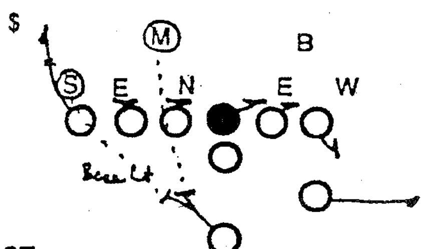
34 OV S



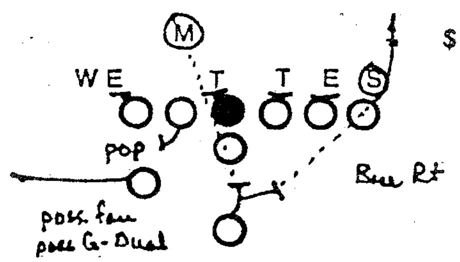
43 OV S


34 UND W

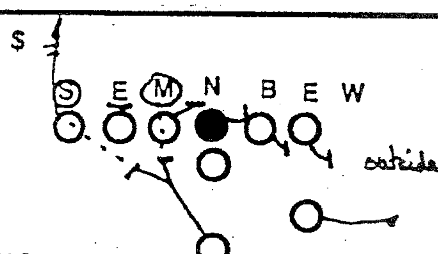

43 UND W



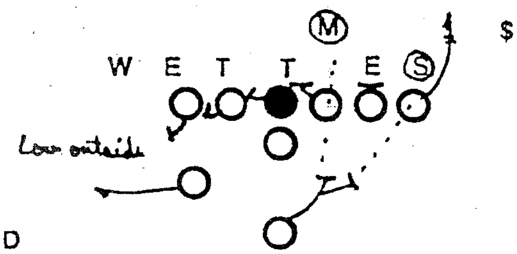
34 SLIDE ST



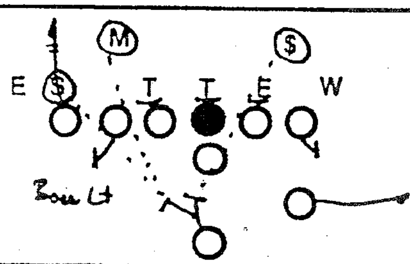
43 OV



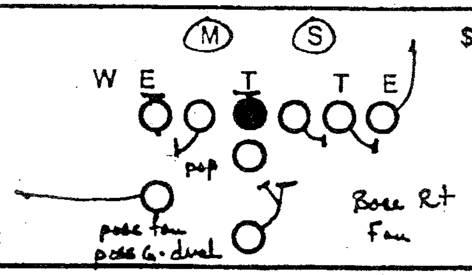
34 DBL MUG



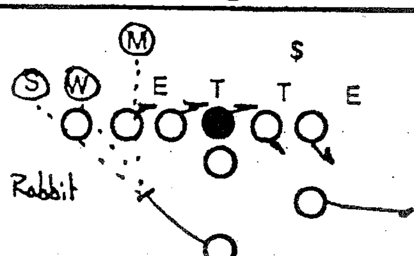
43 UND



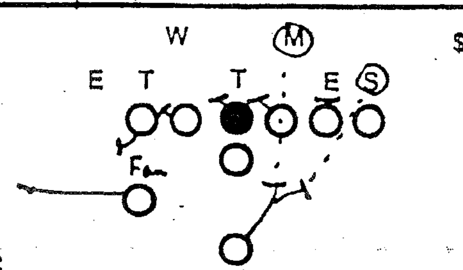
43 OV RAM



43 OV KC



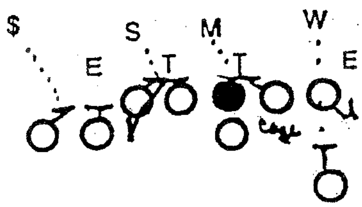
43 UND RAM



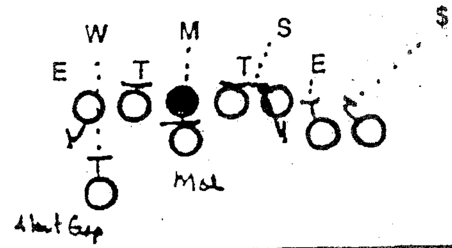
43 UND KC

OH^s Rt-Lt

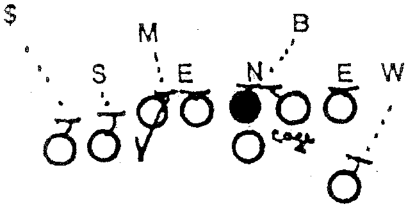
OH^s Lt | OH^s Rt



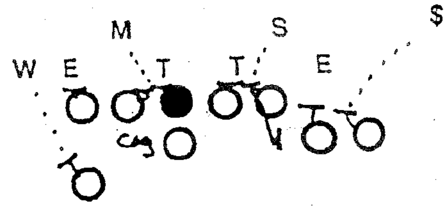
43 OV STK



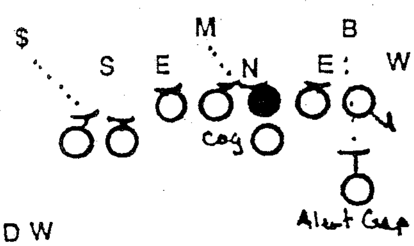
43 STK



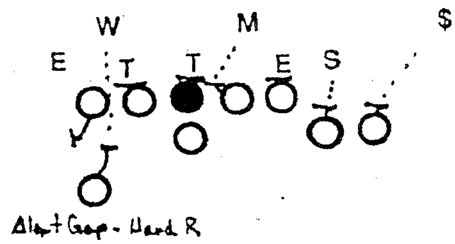
34 OV S



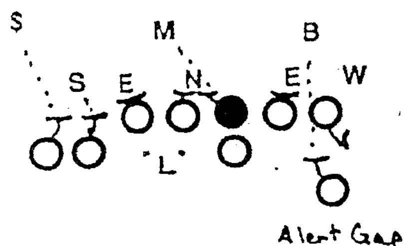
43 OV S



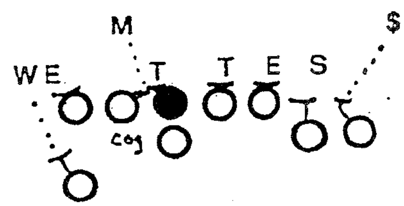
34 UND W



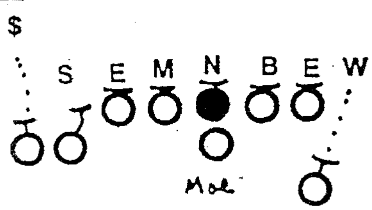
43 UND W



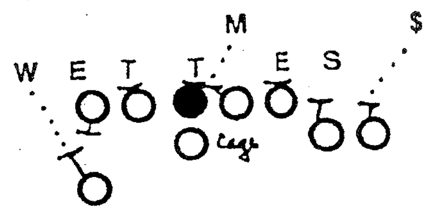
34 SLIDE ST



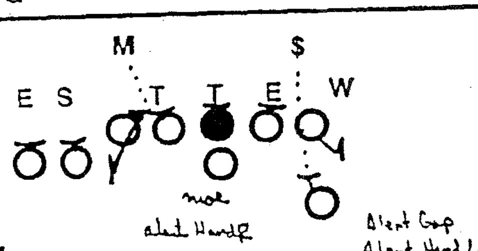
43 OV



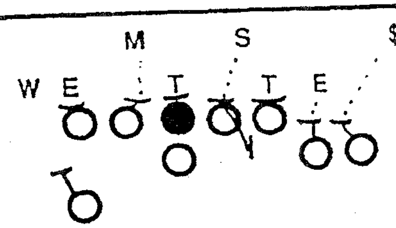
34 DBL MUG



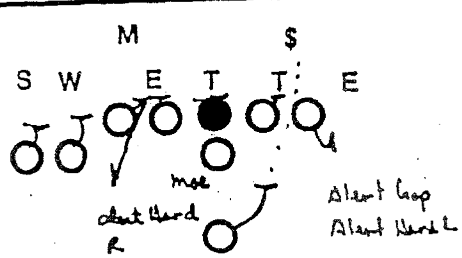
43 UND



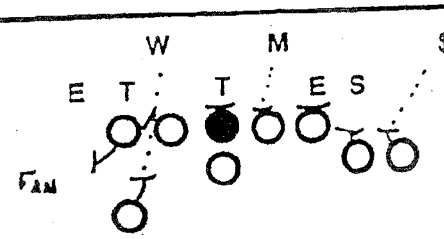
43 OV RAM



43 OV KC



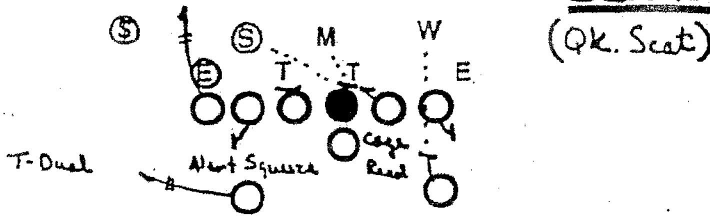
43 UND RAM



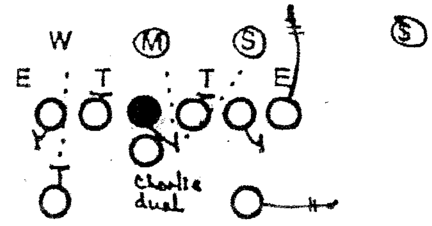
43 UND KC

Scat Rt/Lt
(Qk. Scat)

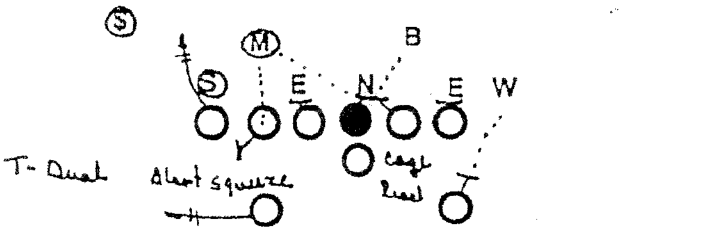
Lin is responsible for 4 down, Mike & Sam.



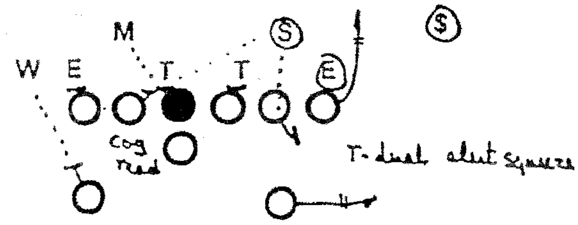
43 OV STK



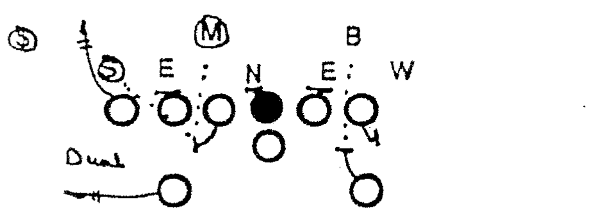
43 STK Alert Gap



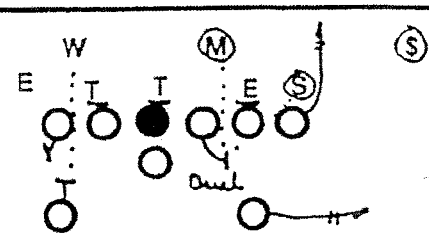
34 OV S



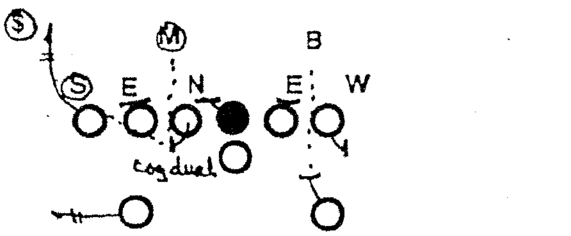
43 OV S



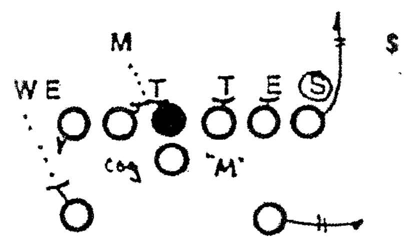
34 UND W Alert Gap



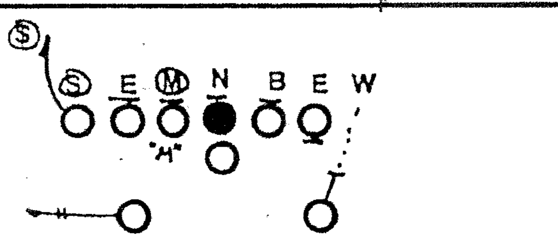
43 UND W Alert Gap



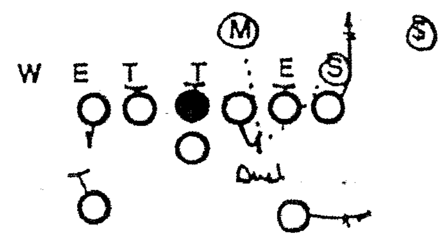
34 SLIDE ST Alert Gap



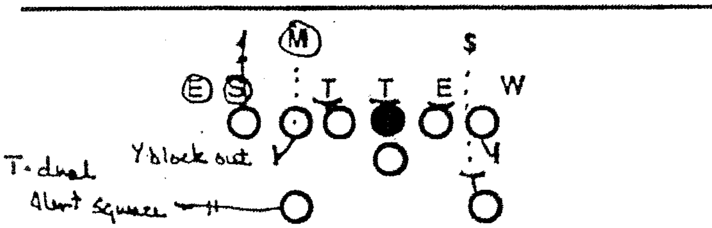
43 OV



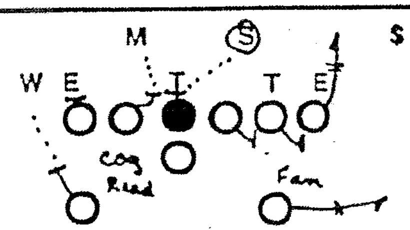
34 DBL MUG



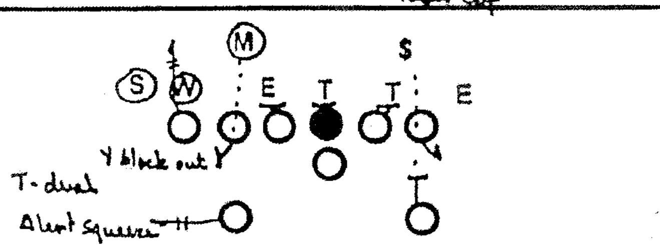
43 UND



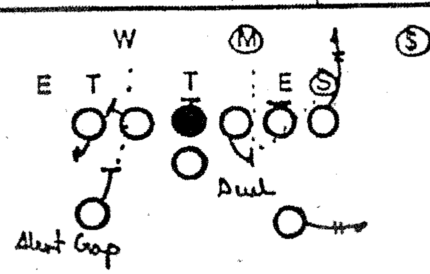
43 OV RAM Alert Gap



43 OV KC Alert Squeeze



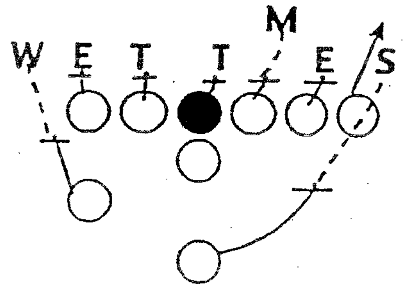
43 UND RAM Alert Gap



43 UND KC

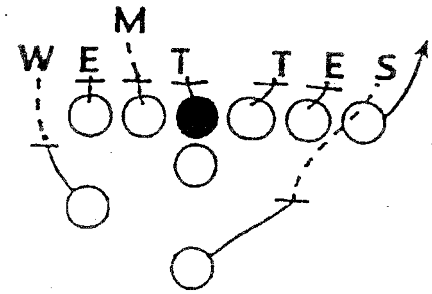
"RIGHT - RIP"

RIGGIN



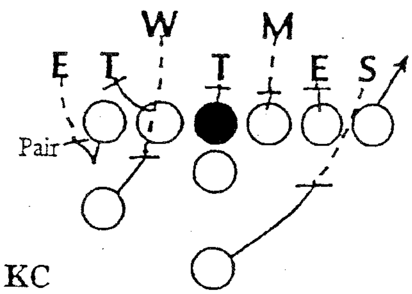
43 Under

LEGGIN



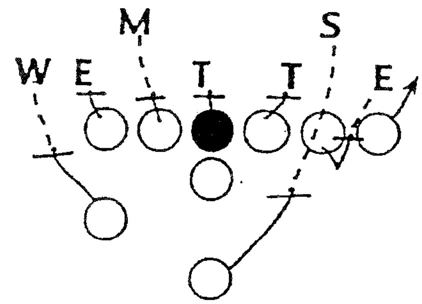
43 Over

RIGGIN, FAN



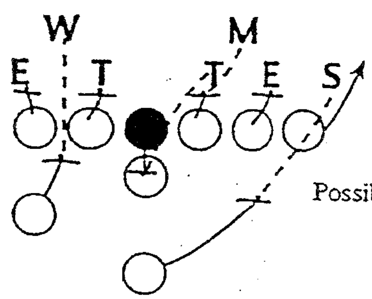
43 Under KC

LEGGIN



43 Over S

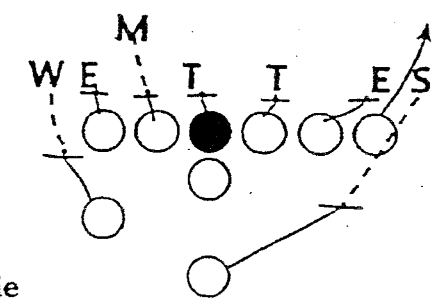
HOLE M



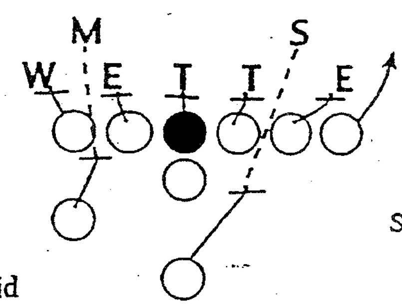
Possible: Ray

43 Boss

LEGGIN



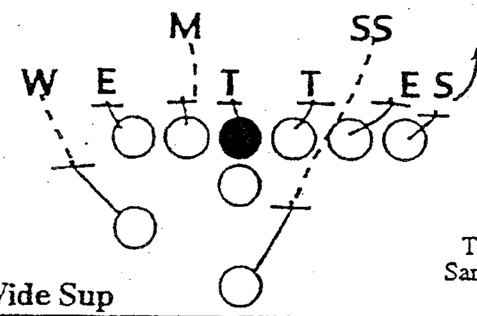
43 Over Wide



Note:
Solid Call

43 Over Solid

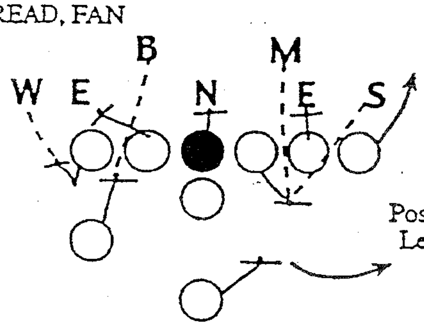
LEGGIN



Note:
TE Check
Sam/SS Blitz

43 Over Wide Sup

H & RG DB READ, FAN

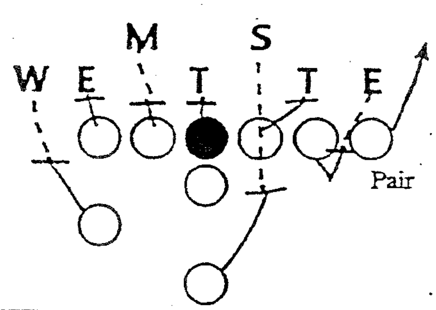


Possible:
Leggin

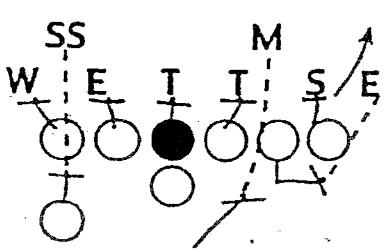
Possible:
Leggin

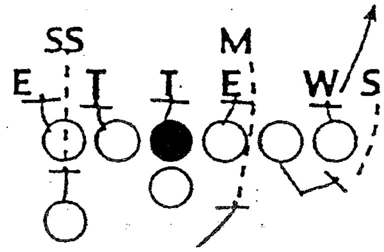
3-4

FAN, LEGGIN



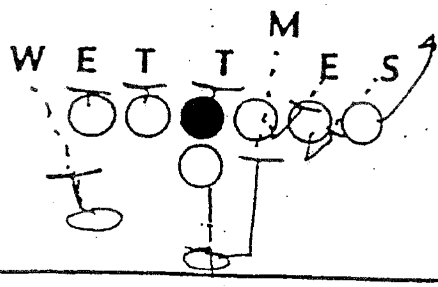
43 Over KC





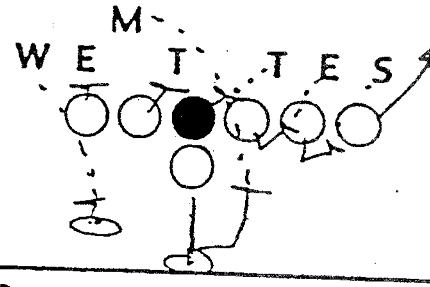
Note:
Solid Cal

FAN S



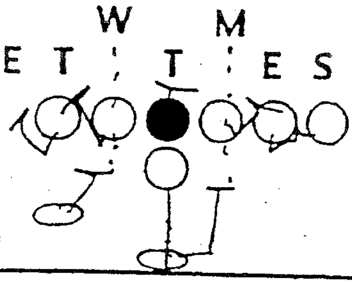
43 Under

RAKE S



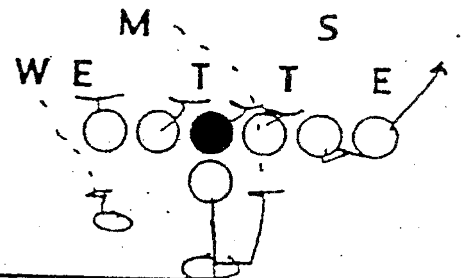
43 Over

FAN S



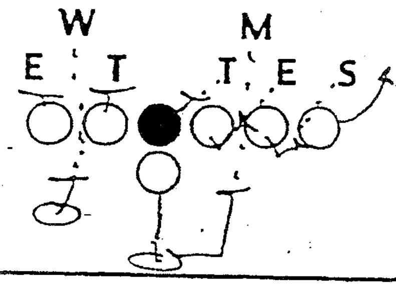
43 Under KC

Rocks S



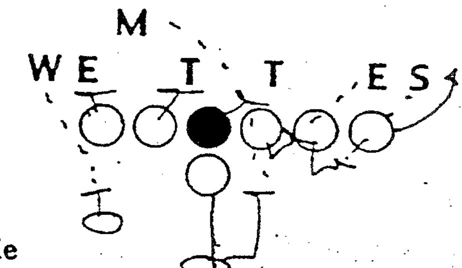
43 Over S

RAKE S



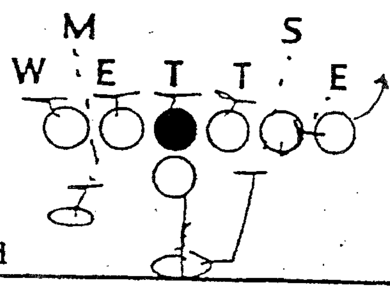
43 Boss

RAKE S



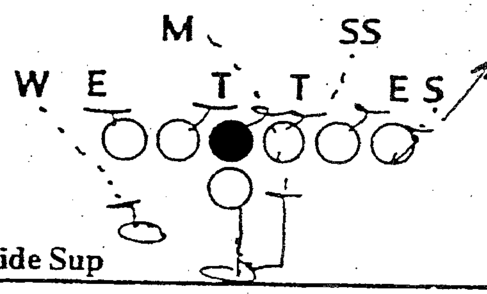
43 Over Wide

FAN



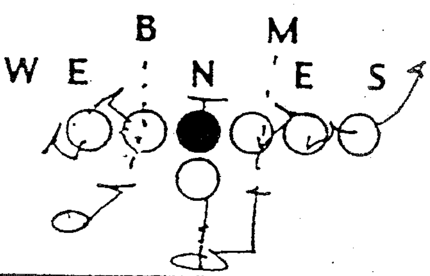
43 Over Solid

Rocks SD



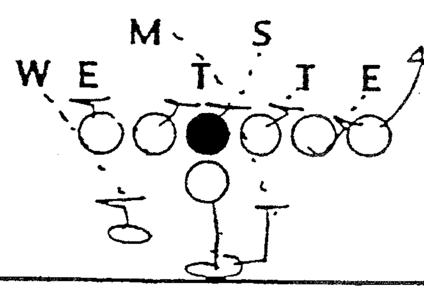
43 Over Wide Sup

FAN

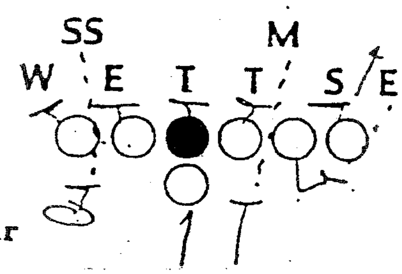


3-4

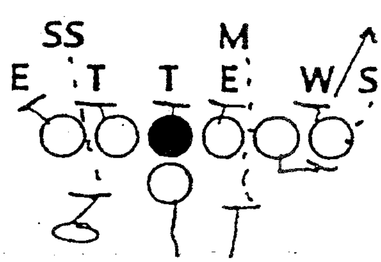
Rocks S



43 Over KC

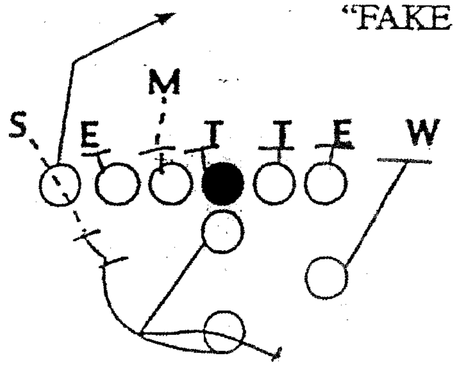


43 Over Bear

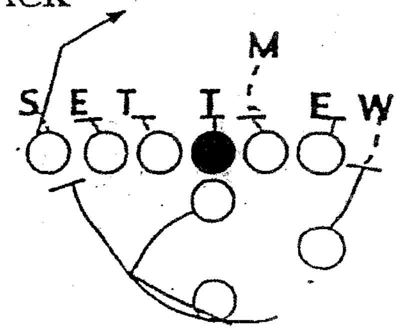


43 Under Bear

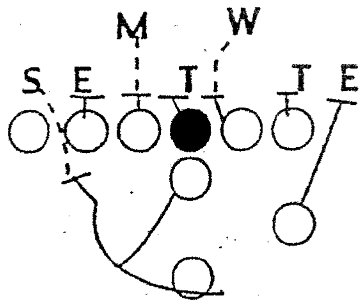
"FAKE GUT THROW BACK"



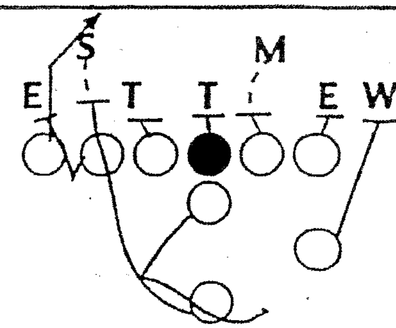
43 Under



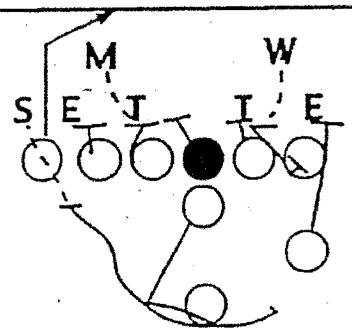
43 Over



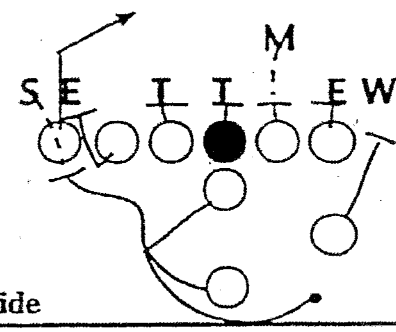
43 Under KC



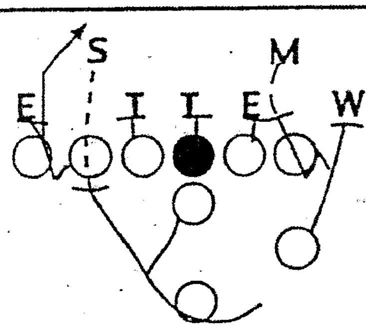
43 Over S



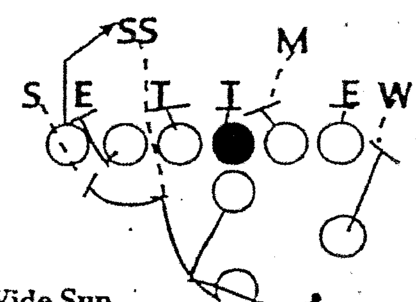
43 Boss



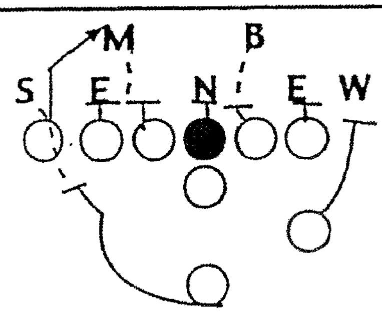
43 Over Wide



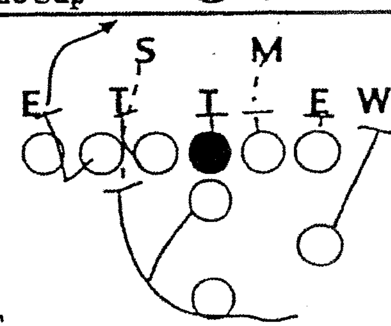
43 Over Solid



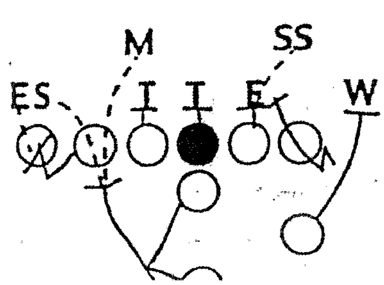
43 Over Wide Sup



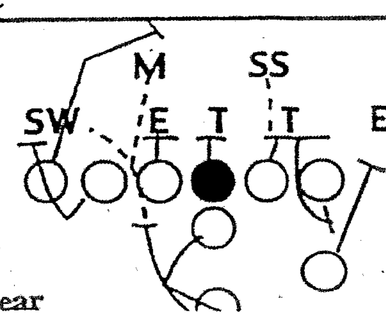
3-4



43 Over KC

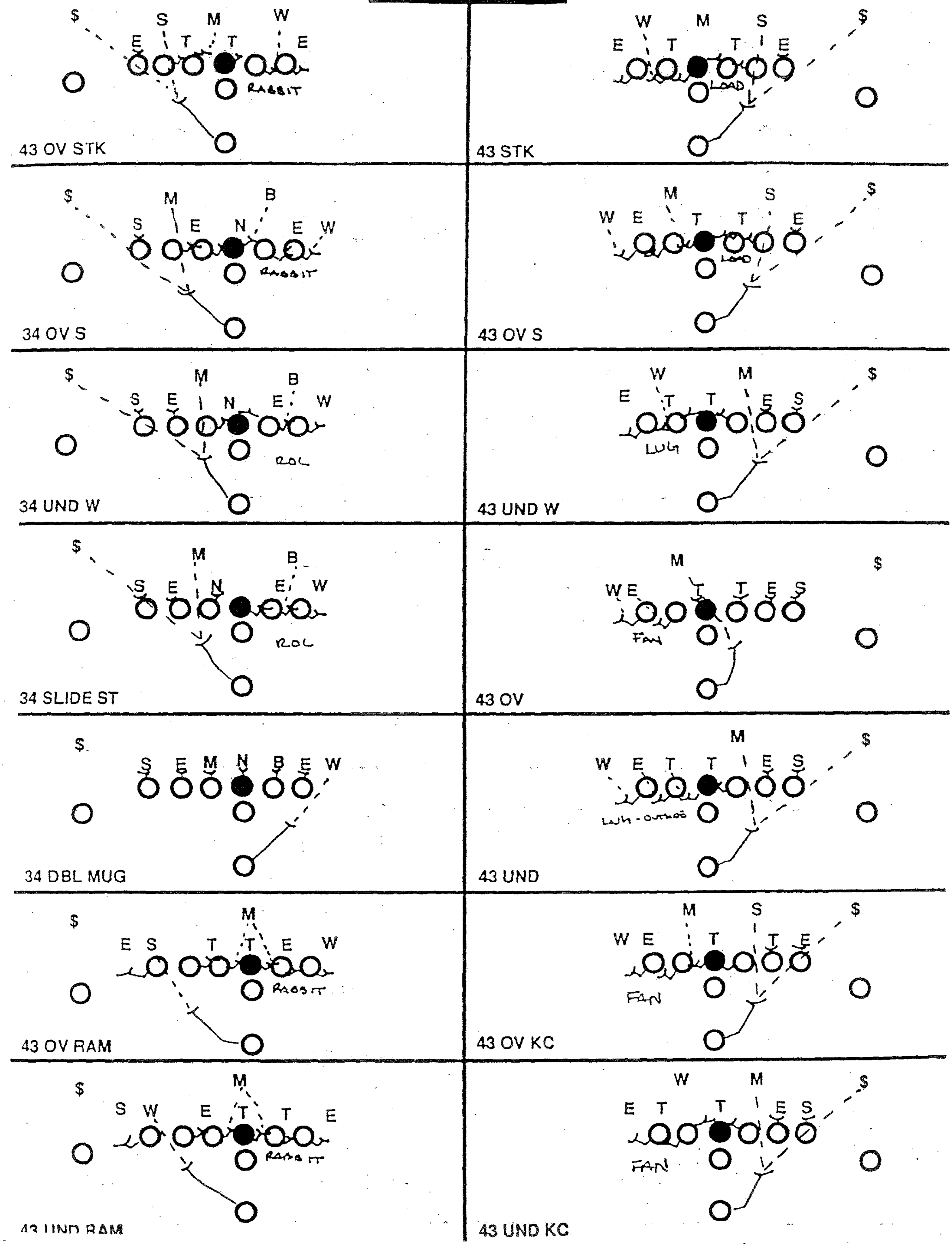


43 Over Bear



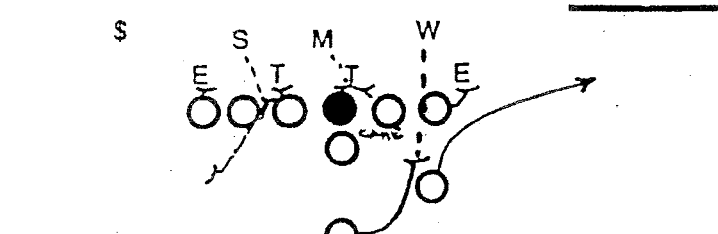
43 Under Bear

S-LUG - ROK

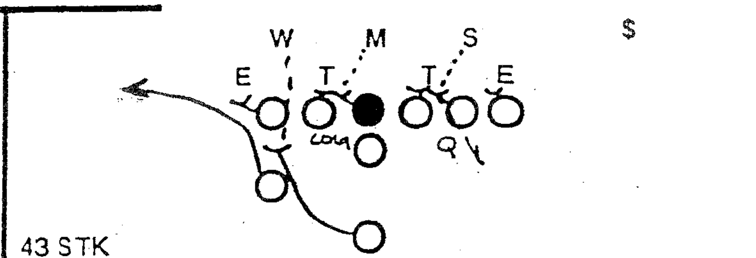


43 OV STK
RABBIT
43 STK
LOAD
34 OV S
RABBIT
43 OV S
LOAD
34 UND W
ROL
43 UND W
LUG
34 SLIDE ST
ROL
43 OV
FAN
34 DBL MUG
43 UND
LUG - OUTLOOD
43 OV RAM
RABBIT
43 OV KC
FAN
43 UND RAM
RABBIT
43 UND KC
FAN

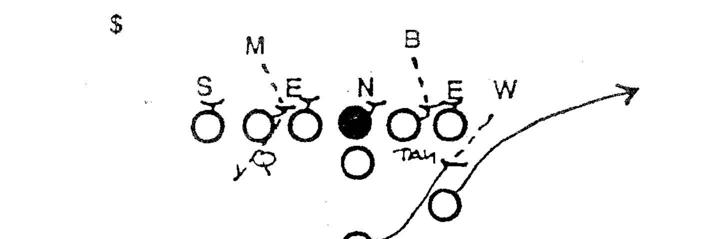
FIRE SLANT



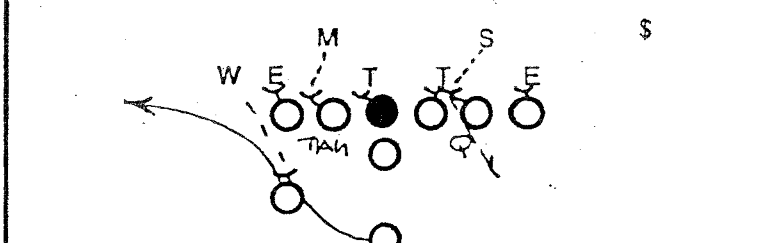
43 OV STK



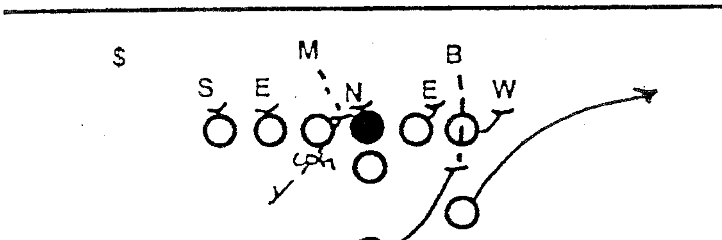
43 STK



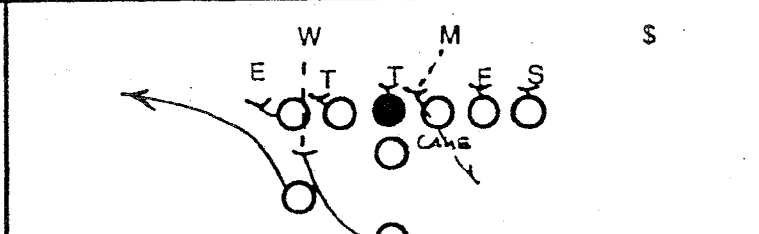
34 OV S



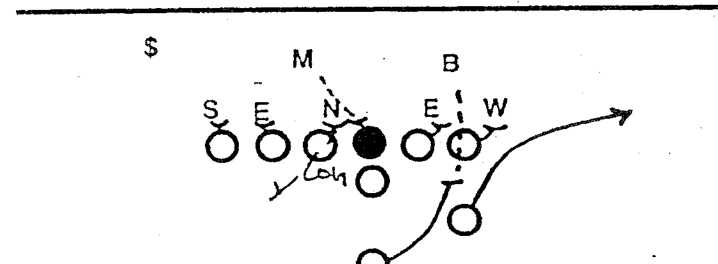
43 OV S



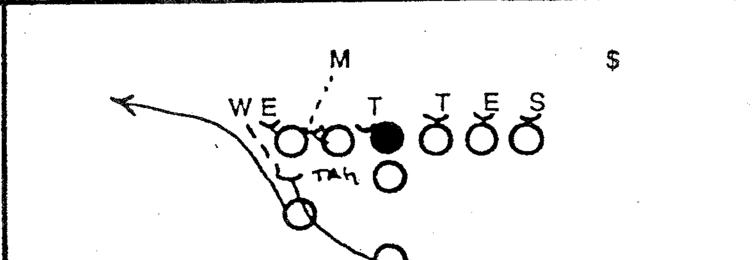
34 UND W



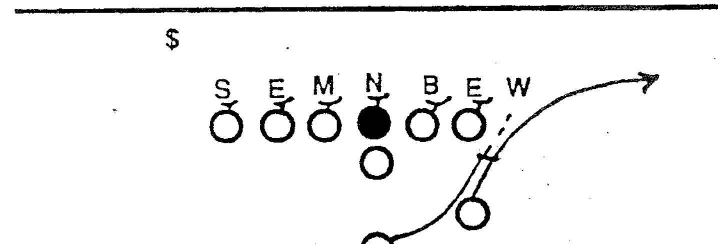
43 UND W



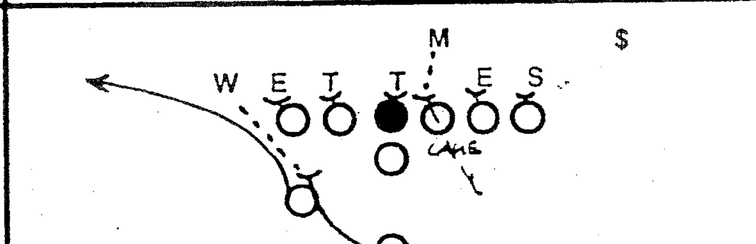
34 SLIDE ST



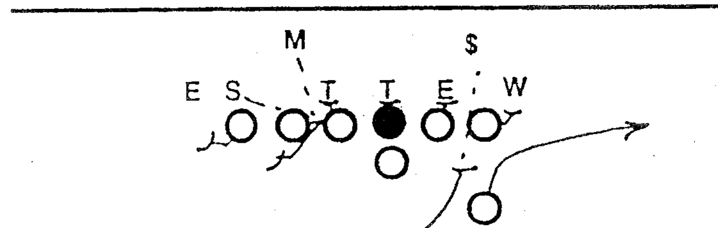
43 OV



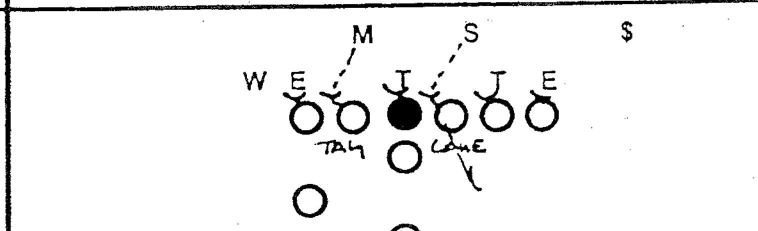
34 DBL MUG



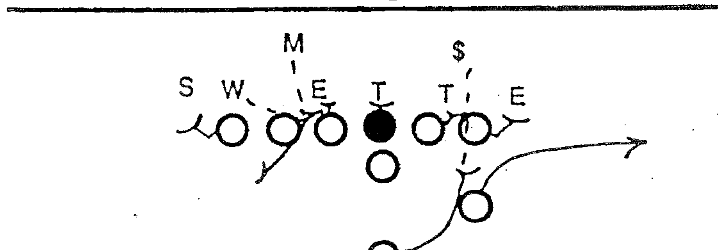
43 UND



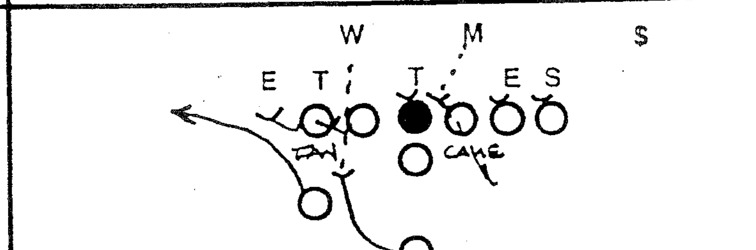
43 OV RAM



43 OV KC



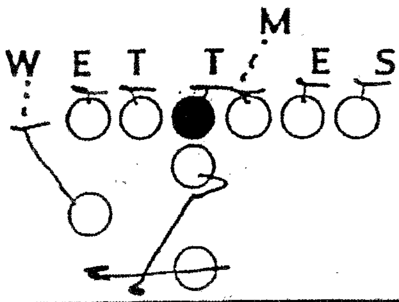
43 UND RAM



43 UND KC

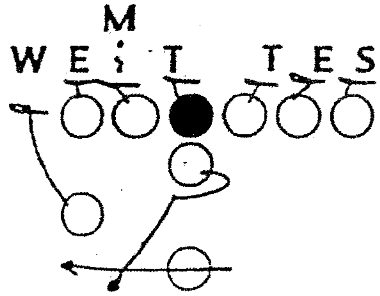
"TOSS PASS LT/RT"

SWAP, CHECK ZONE SS



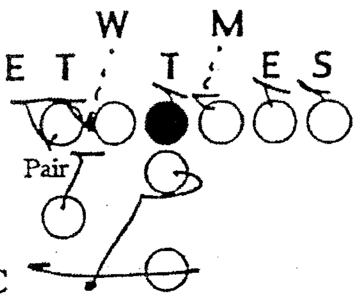
43 Under

READ, CHECK ZONE SS



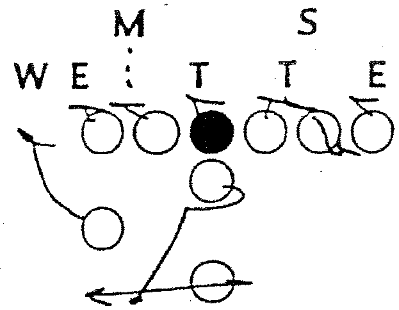
43 Over

FAN, SWAP, CHECK ZONE SS



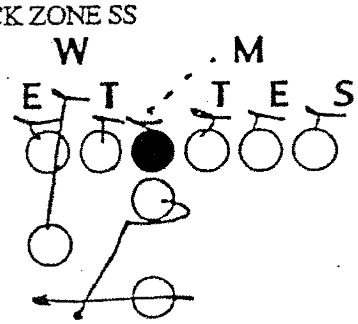
43 Under KC

READ, SLIP



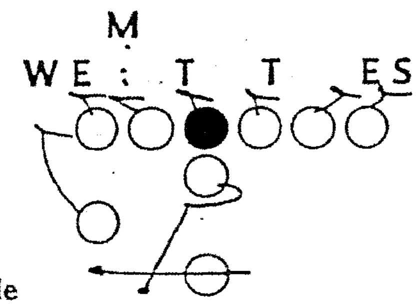
43 Over S

LENNY M, CHECK ZONE SS



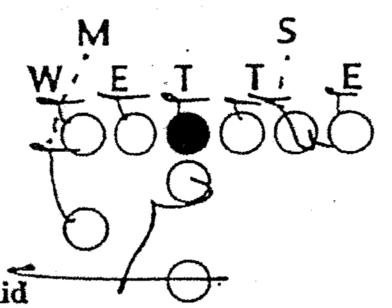
43 Boss

READ, OUT



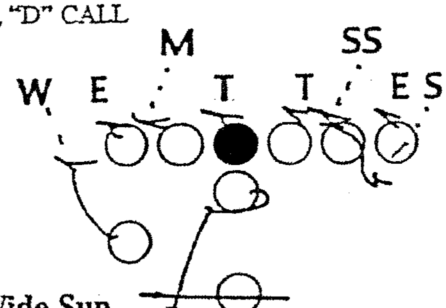
43 Over Wide

SLIP



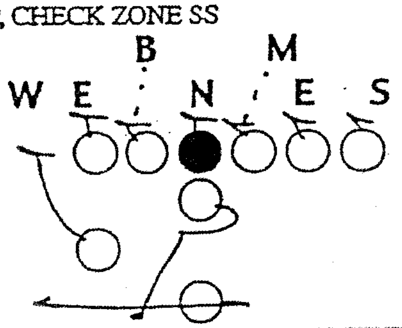
43 Over Solid

READ, SLIP, "D" CALL



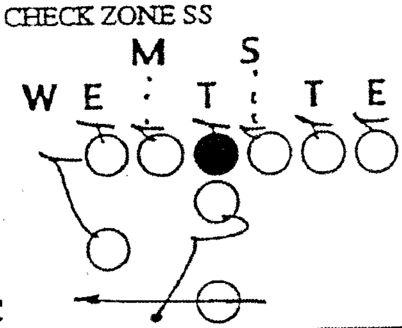
43 Over Wide Sup

READ, SWAP, CHECK ZONE SS

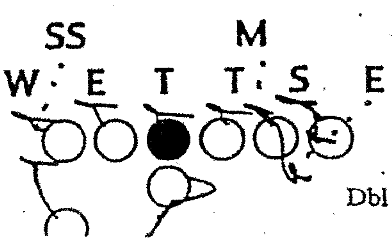


3-4

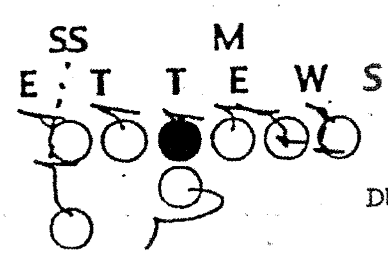
READ, SWAP, CHECK ZONE SS



43 Over KC

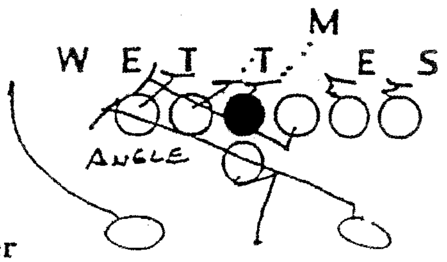


Dbl Bump



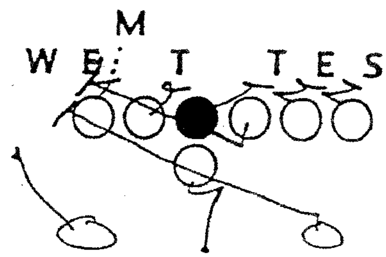
Dbl Bump

Ralph M, check Zone SB



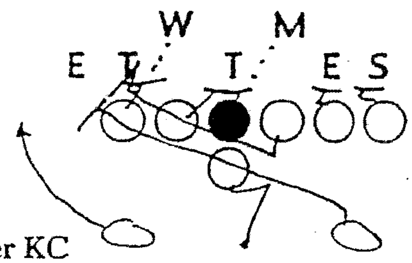
43 Under

Gap it, OFF, check Zone S/S



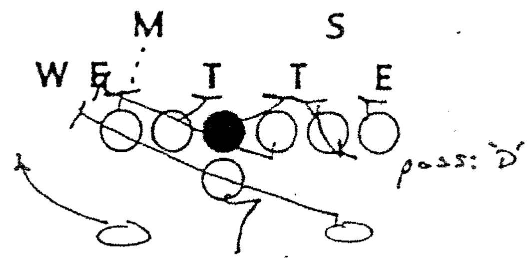
43 Over

Gap it, Ace M, check Zone SB



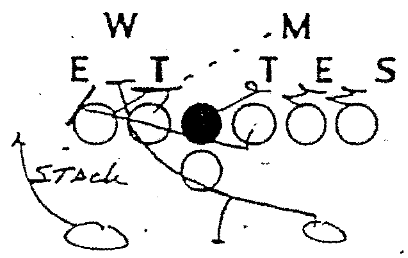
43 Under KC

Gap it, OFF, Slam



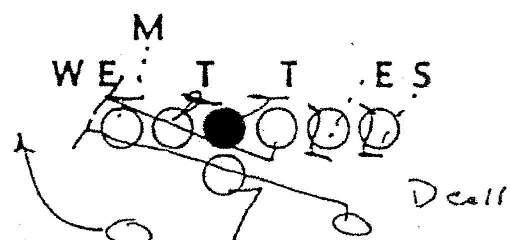
43 Over S

Queen M, check Zone SB.



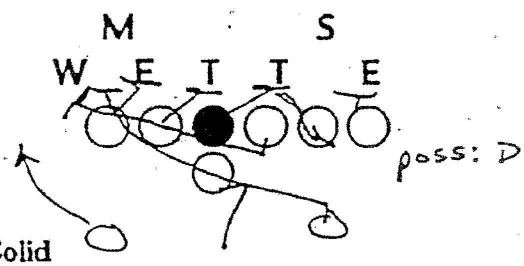
43 Boss

Gap it, OFF, Slam



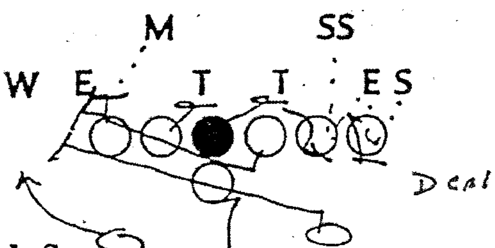
43 Over Wide

ANGLE, OFF, SLAM



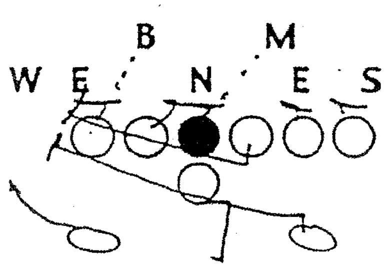
43 Over Solid

Gap it, OFF, SLAM



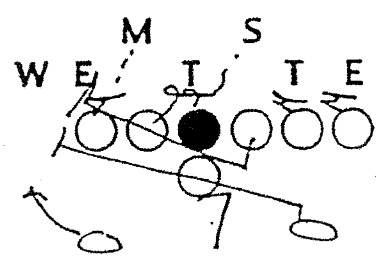
43 Over Wide Sup

Gap it, Ace M, check Zone SB



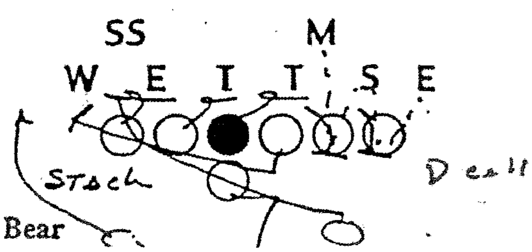
3-4

Gap it, Ace S, check Zone SB



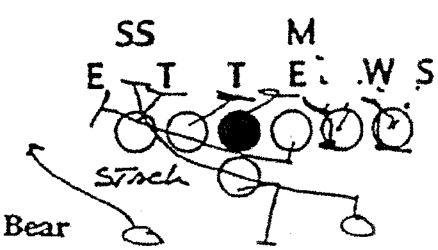
43 Over KC

ANGLE, OFF, Slam



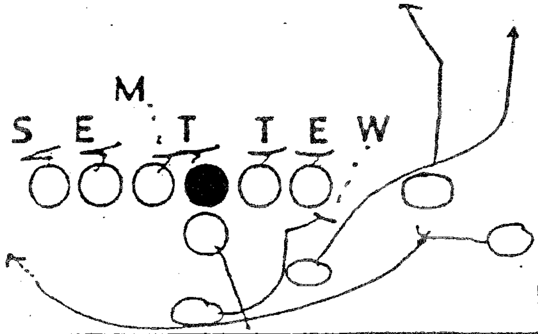
43 Over Bear

ANGLE, OFF, SLAM.

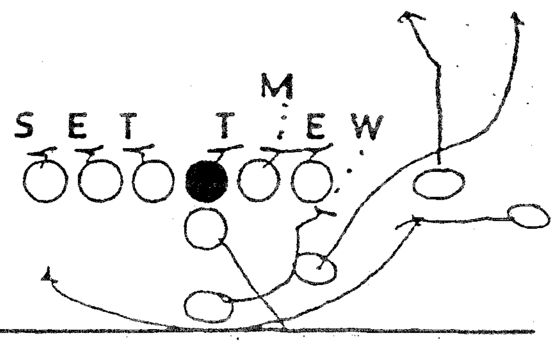


43 Under Bear

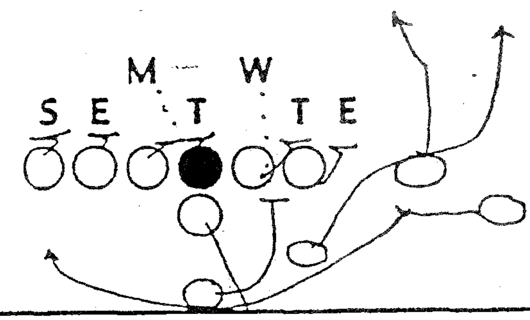
FAKE BOB PASS RT



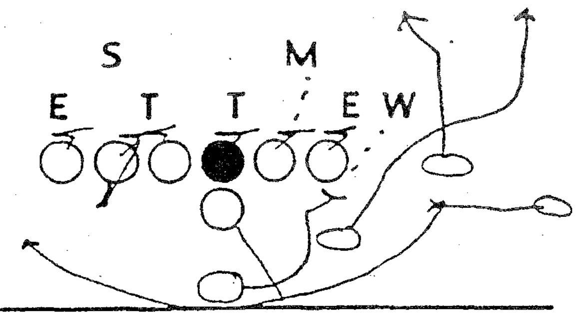
43 Under



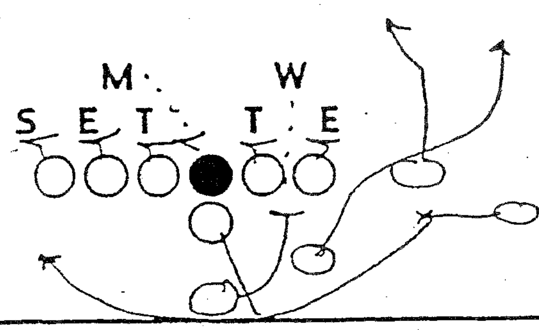
43 Over



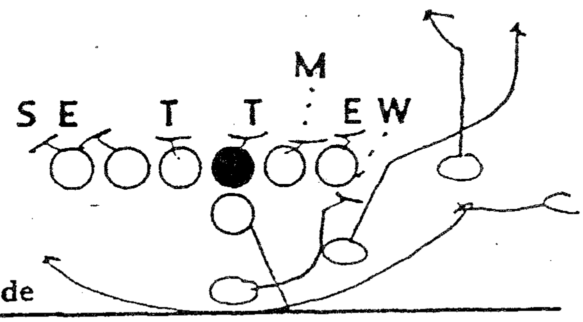
43 Under KC



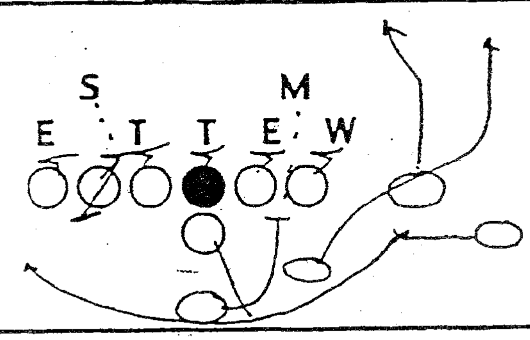
43 Over S



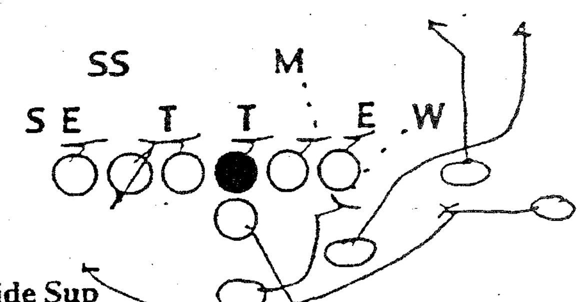
43 Boss



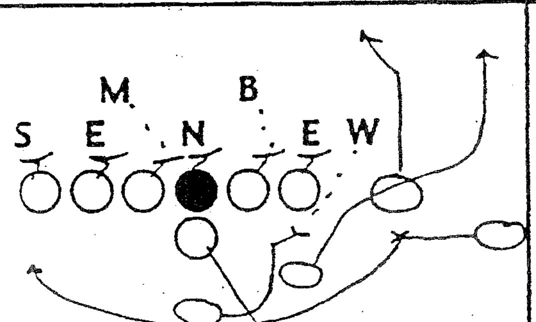
43 Over Wide



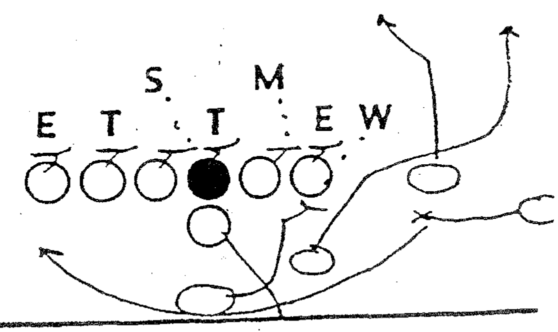
43 Over Solid



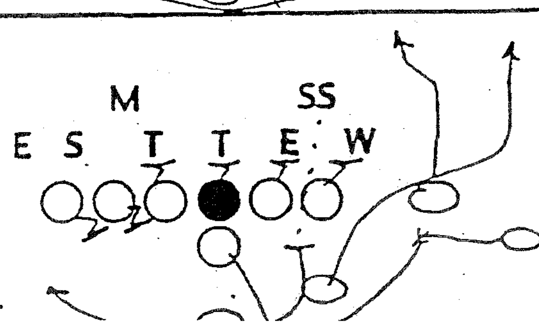
43 Over Wide Sup



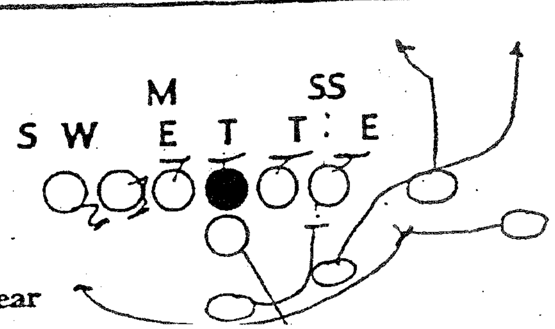
3-4



43 Over KC

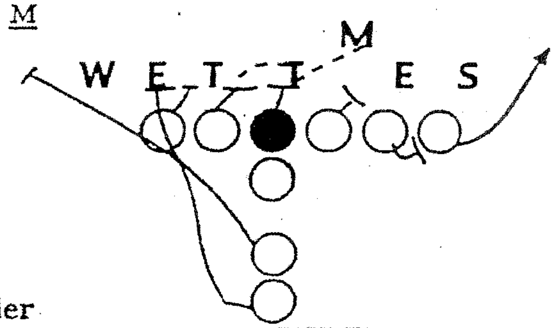


43 Over Bear



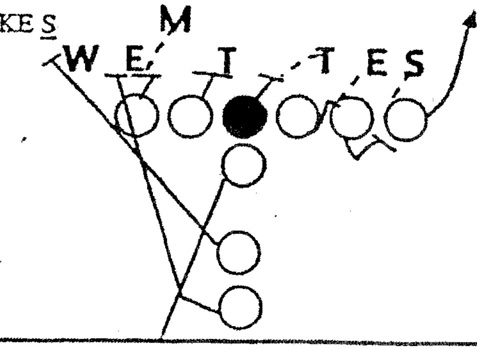
43 Under Bear

RALPH M



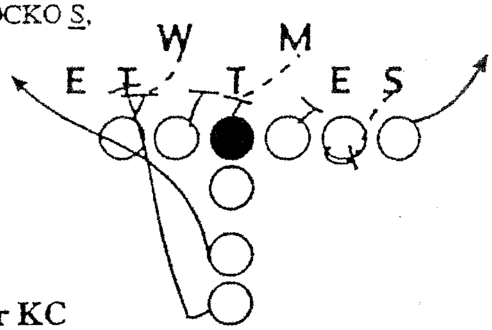
43 Under

GAP IT, RAKE S



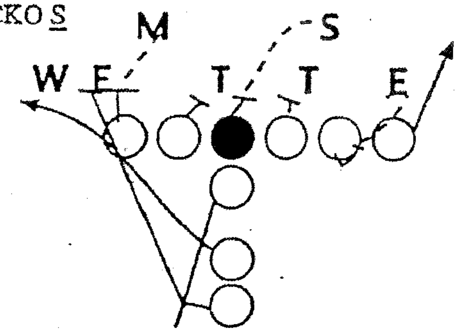
43 Over

GAP IT, ROCKO S,



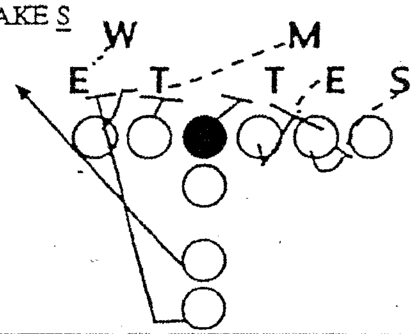
43 Under KC

GAP IT, ROCKO S



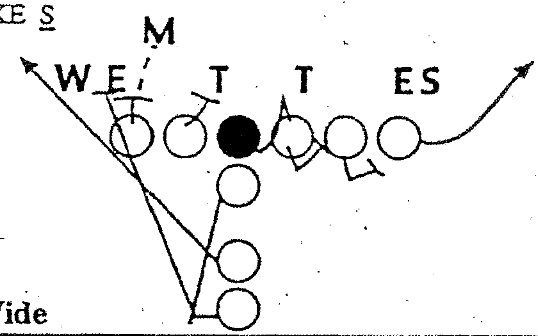
43 Over S

DUECE M, RAKE S



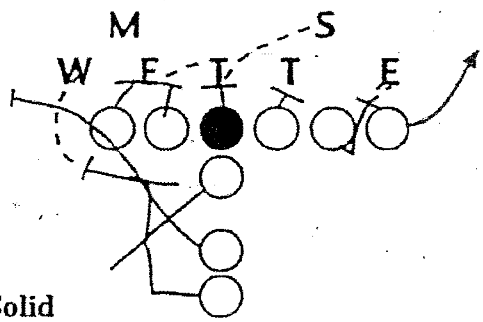
43 Boss

GAP IT, RAKE S



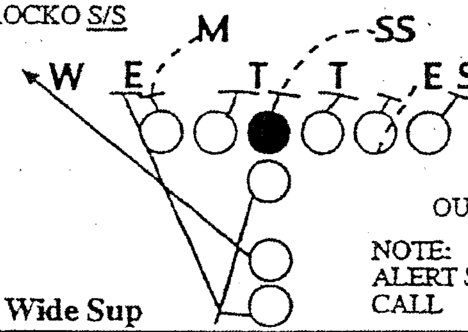
43 Over Wide

RALPH S



43 Over Solid

GAP IT, ROCKO S/S

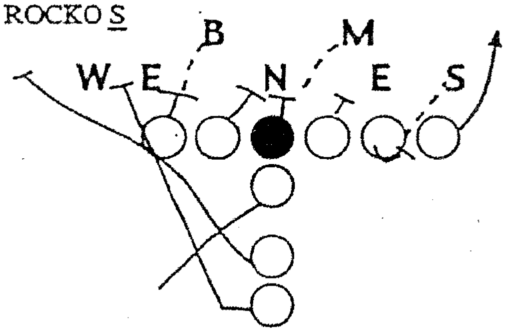


OUT

NOTE:
ALERT STAY
CALL

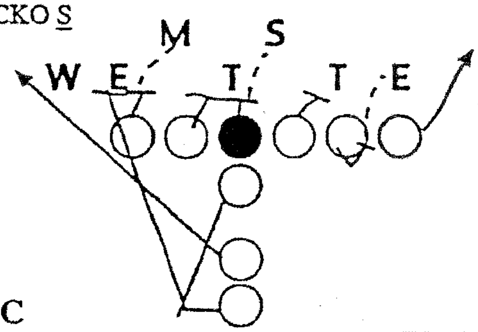
43 Over Wide Sup

GAP IT, ROCKO S



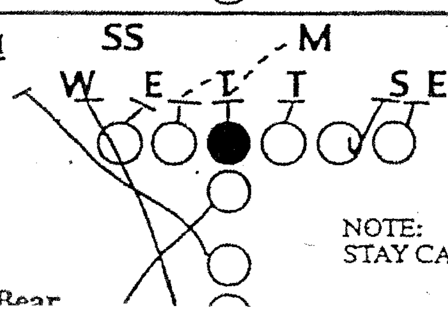
3-4

GAP IT, ROCKO S



43 Over KC

RALPH M

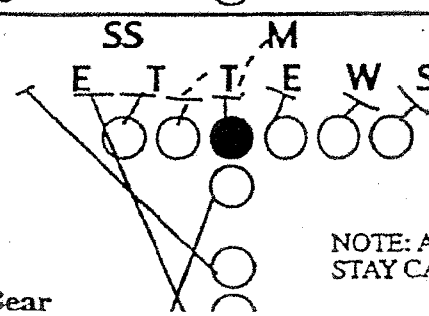


"OUT"

NOTE:
STAY CALL

43 Over Bear

RALPH M

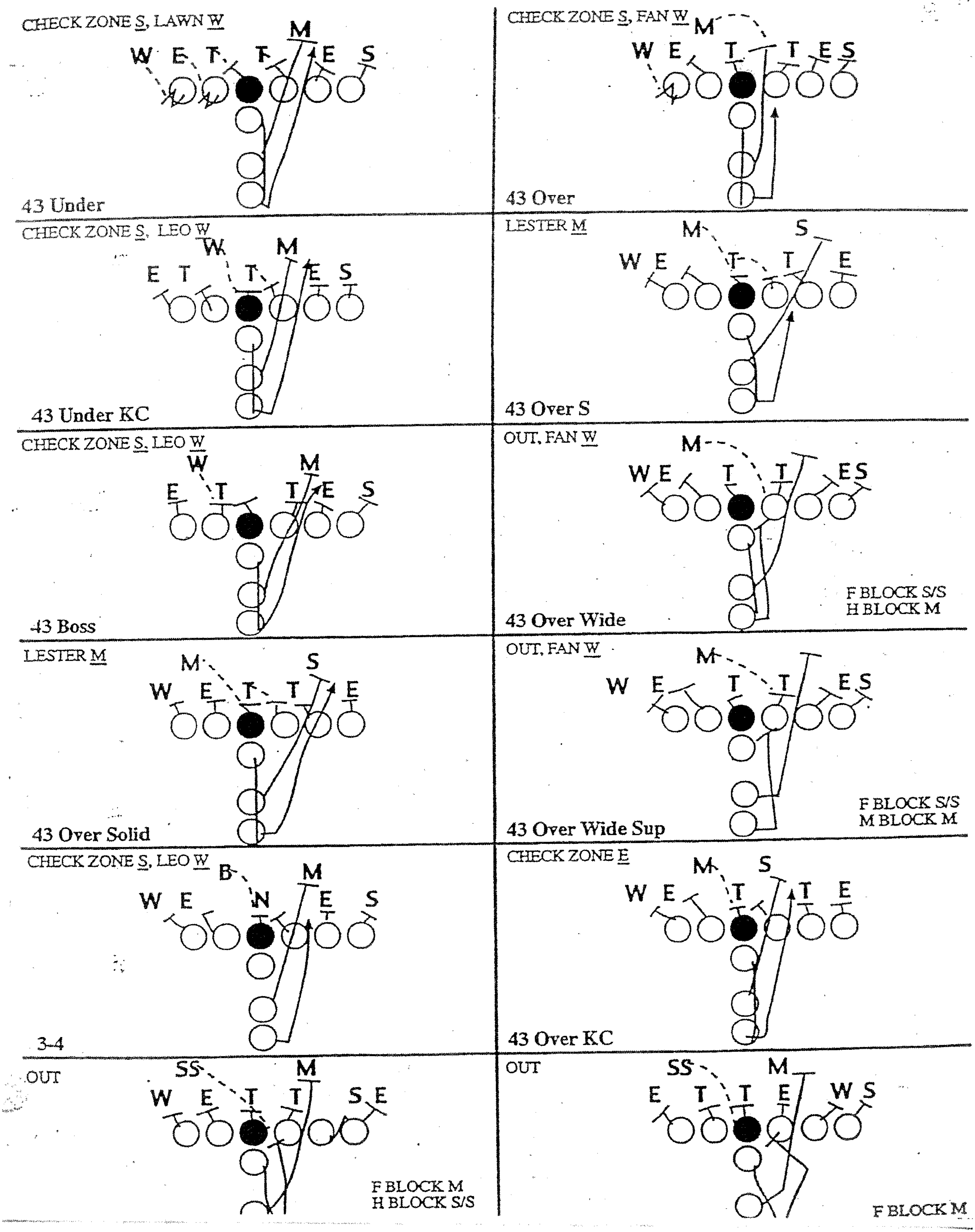


OUT

NOTE: ALERT
STAY CALL

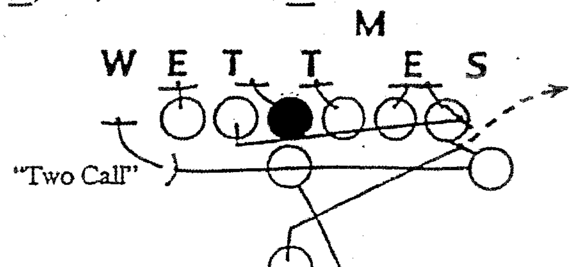
43 Under Bear

"BUBBLE PASS"


CHECK ZONE S, LAWN W
W E T T M E S
43 Under
CHECK ZONE S, FAN W
M W E T T T E S
43 Over
CHECK ZONE S, LEO W
W M E T T E S
43 Under KC
LESTER M
M S W E T T E
43 Over S
CHECK ZONE S, LEO W
W M E T T E S
43 Boss
OUT, FAN W
M W E T T E S
F BLOCK S/S
H BLOCK M
43 Over Wide
LESTER M
M S W E T T E
43 Over Solid
OUT, FAN W
M W E T T E S
F BLOCK S/S
M BLOCK M
43 Over Wide Sup
CHECK ZONE S, LEO W
B M W E N E S
3-4
CHECK ZONE E
M S W E T T E
43 Over KC
OUT
SS M W E T T S E
F BLOCK M
H BLOCK S/S
OUT
SS M E T T E W S
F BLOCK M

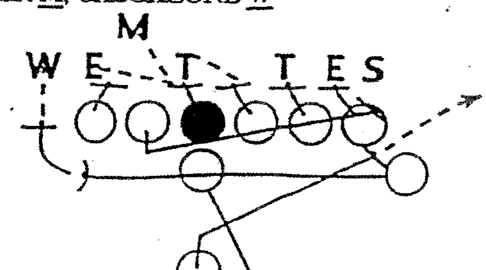
"COUNTER PASS RT"

TREY M, OFF, CHECK ZONE W



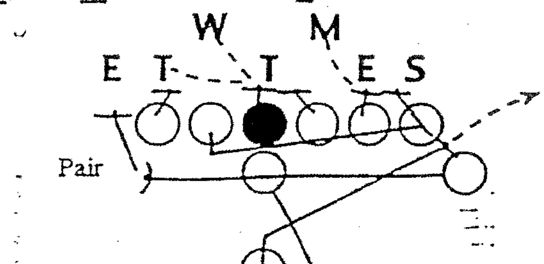
43 Under

ANGLE, LESTER M, CHECKZONE W



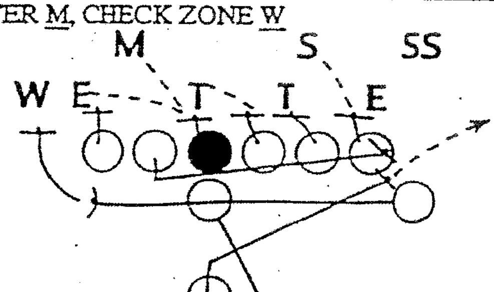
43 Over

TREY M, ACE W, CHECK ZONE E



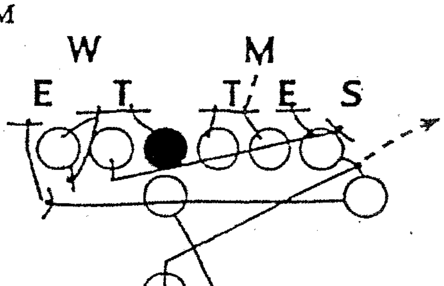
43 Under KC

ANGLE, LESTER M, CHECK ZONE W



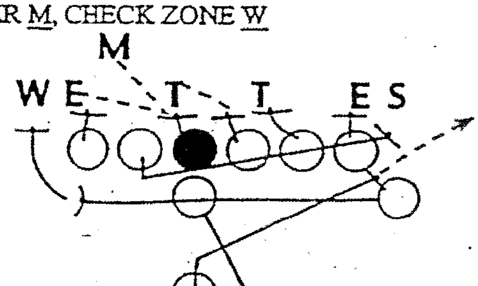
43 Over S

DEUCE M, SLAM



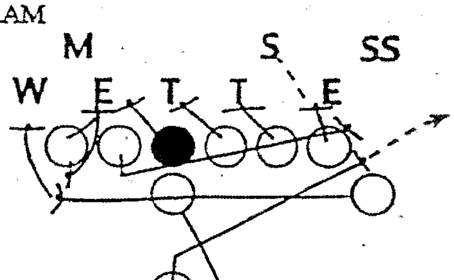
43 Boss

ANGLE, LESTER M, CHECK ZONE W



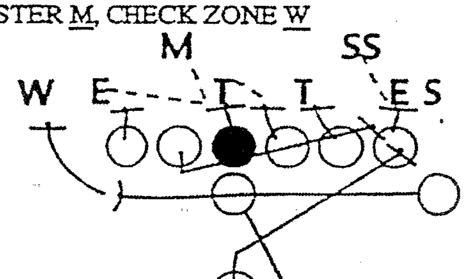
43 Over Wide

OFF ANGLE, SLAM



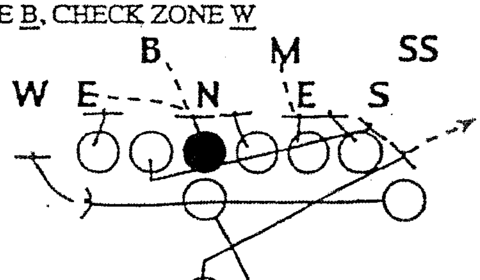
43 Over Solid

ANGLE, LESTER M, CHECK ZONE W



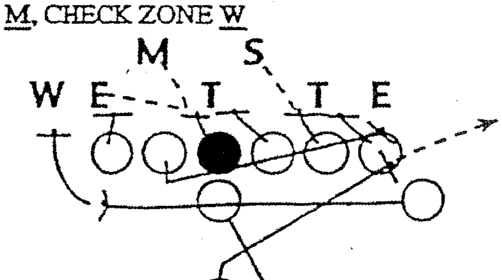
43 Over Wide Sup

TREY M; ACE B, CHECK ZONE W



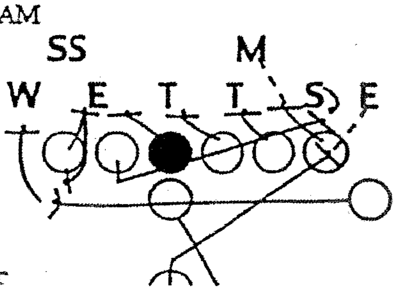
3-4

TREY S, ACE M, CHECK ZONE W



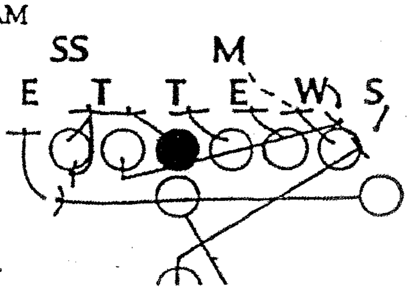
43 Over KC

OFF ANGLE, SLAM



43 Over Bear

OFF ANGLE, SLAM



43 Under Bear

SCAT / QUICK SCAT

ACE / QUICK ACE

PASS

RIP / LIZ

ACE HOT

Page #
29-1

940 F ARROW / SWING

940 F STOP / SWING

SLIDE / QUICK SLIDE

FIRE PASS

		Page #
212 F FLAT		32-1
	042 F FLAT	
	56 F FLAT	
	71 F FLAT	
71 F FLAT		32-2
	724 F FLAT	
	79 F FLAT	
	86 F FLAT	
	072 PUMP F FLAT	
	096 F FLAT	
	078 STOP F FLAT	
	616 F FLAT	

ACT 6/7

		Page #
295 LUCKY / RICKY	279 LUCKY	33-1
544 LUCKY / RICKY	744 LUCKY 744 PUMP LUCKY 548 LUCKY	33-2
668 F DRAG	864 F DRAG	33-3
787 SHAKE F DRAG	788 RUN IT F DRAG	33-4

GONE

		Page #
525 H POST / SEAM		
		31-1
839 H FLAT		
		31-2
	239 F FLAT	
	839 H FLAT	
871 H SWING		
		31-3
944 H FAKE CROSS		
		31-4
	944 H CROSS	
DOUBLE OUT		
		31-5
	DOUBLE POST	
	99 Y CROSS	

ACT 4/5

CHARLIE 5/4

		Page #
SEAM 418		35-1
	616	
	585	
SEAM 478		35-2

TRAP PASS

905 H SEAM

905 F SEAM

202 H FLAT

BUBBLE PASS

101 READ

909 STOP

303 READ

BOOTS / NAKEDS

COUNTER PASS

BRONCO

Play	Variation	Page #
022 STOP H SHOOT / SWING		40-1
078 H FLAT		40-2
	078 PUMP FLAT	
	078 STOP FLAT	
	087 FLAT	
428 F DELAY		40-3
SEAM 478 F FLAT / HOOK		40-4
548 RICKY / LUCKY		40-5
585		40-6
	585 BACKS CROSS	
	585 STOP	
	383	
	787	
787 PUMP		40-7
686 PUMP F RUB / SNEAK		40-8
	686 PUMP BACKS CROSS	
844 RICKY / LUCKY		40-9
940 RICKY / LUCKY		40-10
989 F RUB / SNEAK		40-11
	989 BACKS CROSS	
	989 PUMP F RUB / SNEAK	

NICKEL ACE

ROCKET / LASER

		Page #
COB		43-1
	BALLOON	
	SLICK	
	STOP	
	DIG	
SAIL		43-2
	SEAHAWK	

NICKEL SCAT

OTTO

Page #

078 STOP H FLAT 45-1

078 PUMP H WIDE

078 H WIDE

087 H WIDE

077 H WIDE

088 RUN IT H WIDE 45-2

087 H WIDE

088 SPECIAL H WIDE

087 SHAKE H WIDE

084 H WIDE

X HOOK 45-3

X 7

X 7 PUMP

SPIN CORNERS

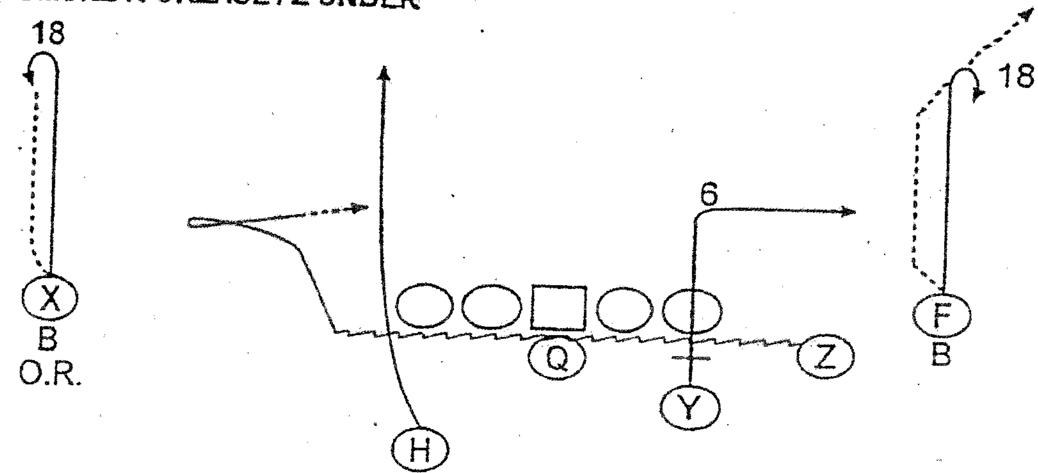
X 4

SMOKE

LOU / RAY

Z UNDER

FLEX RT ZOOM SMOKE H CREASE / Z UNDER



ASSIGNMENTS

X: 5 ROUTE. RUN-IT.

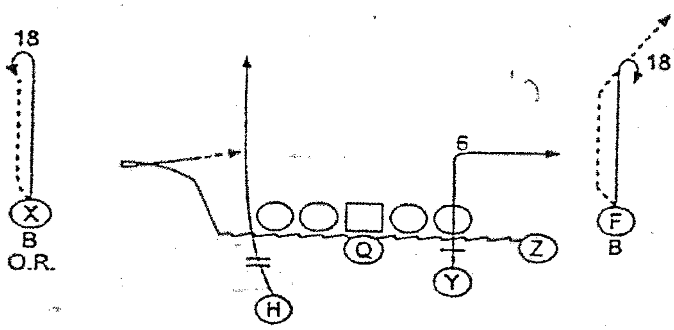
Y: CHECK. OUT ROUTE.

Z: UNDER ROUTE.

F: 5 ROUTE. READ-IT.

H: CREASE ROUTE. HOT.

FLEX RT ZOOM LOU H CREASE / Z UNDER



NOTES

QB: 7 STEP DROP. H - Z - X.

PROTECTIONS

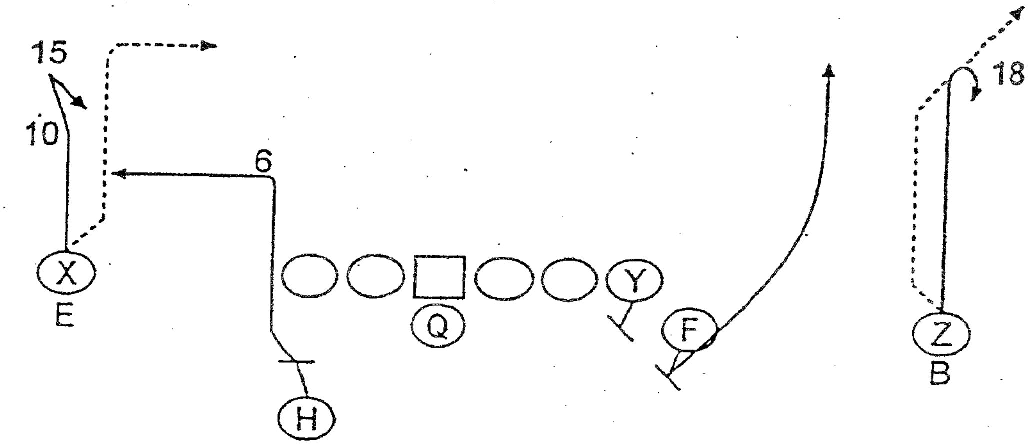
SMOKE - LOU/RAY

FORMATIONS-MOVEMENT

FLEX ZOOM

X HOOK

TRIPS RT OTTO LT X HOOK



ASSIGNMENTS

X: X-HOOK ROUTE. SEAM 4 ROUTE vs CLOUD or PRESS.

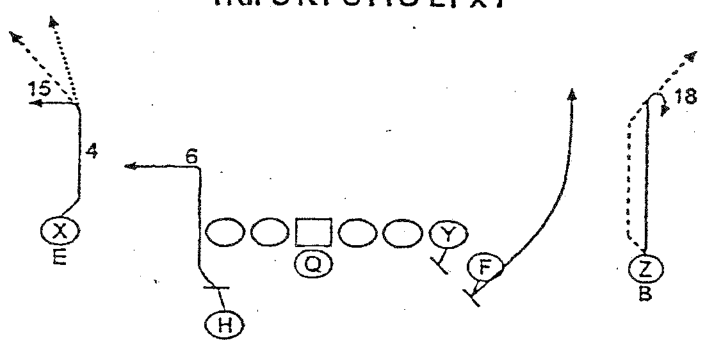
Y: PROTECTION.

Z: 5 ROUTE. READ-IT.

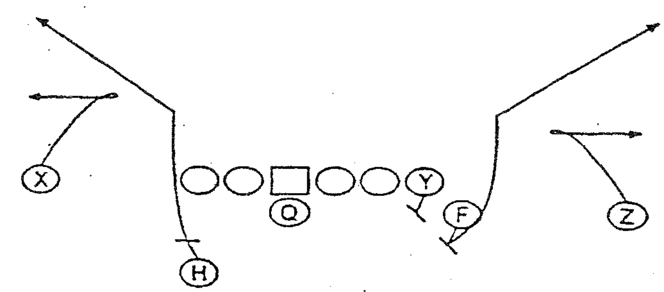
F: CHECK. SEAM ROUTE.

H: CHECK. WIDE ROUTE.

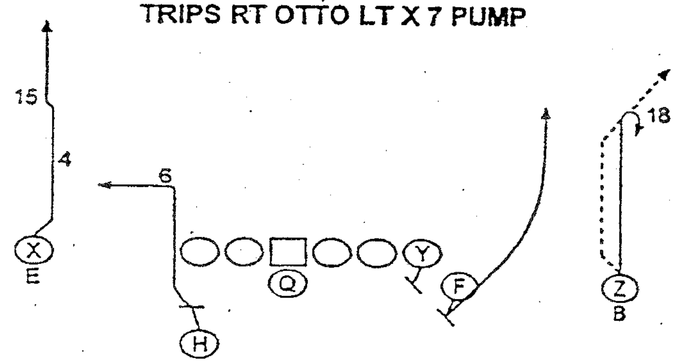
TRIPS RT OTTO LT X 7



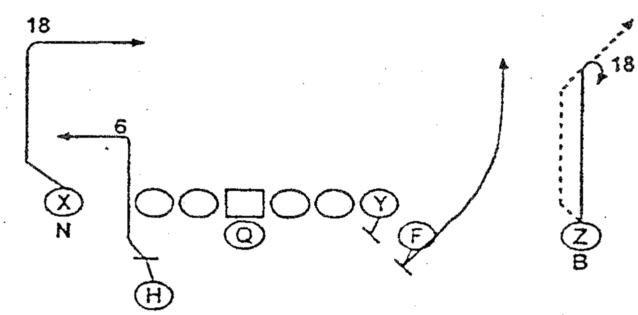
TRIPS RT OTTO LT SPIN CORNERS
(Red Zone)



TRIPS RT OTTO LT X 7 PUMP



TRIPS RT OTTO LT X 4



NOTES

QB: 7 STEP DROP. X - H. Z IF F/S DROPS IN.

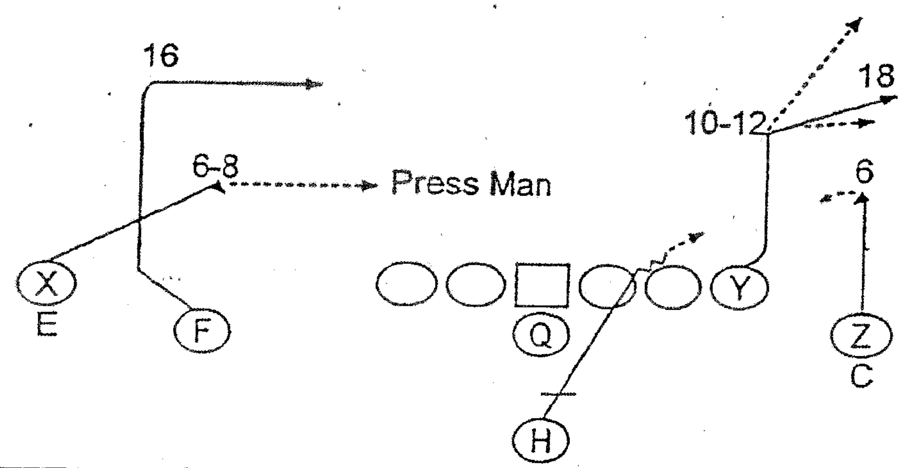
PROTECTIONS

OTTO

FORMATIONS-MOVEMENTS

TRIPS

DOUBLE RT ACE RT SEAHAWK



ASSIGNMENTS

X: INSIDE 1 ROUTE. HOT.

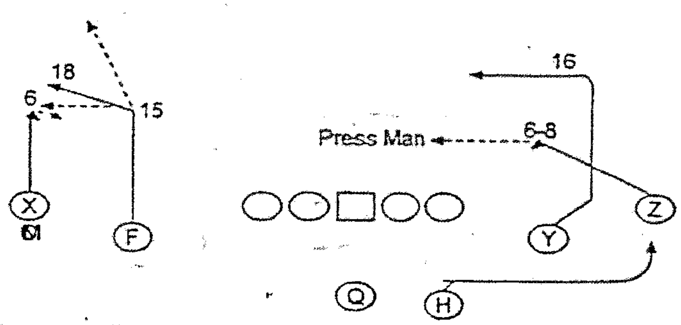
Y: 7 ROUTE. HOT.

Z: 2 SMASH ROUTE. HOT.

F: REVERSE SEAM 4 ROUTE.

H: CHECK. STRONGSIDE SNEAK.

RIFLE RT ROCKET SEAHAWK



NOTES

QB: 7 STEP DROP. F - X - H vs ZONE.
Y - Z vs PRESS MAN.

PROTECTIONS

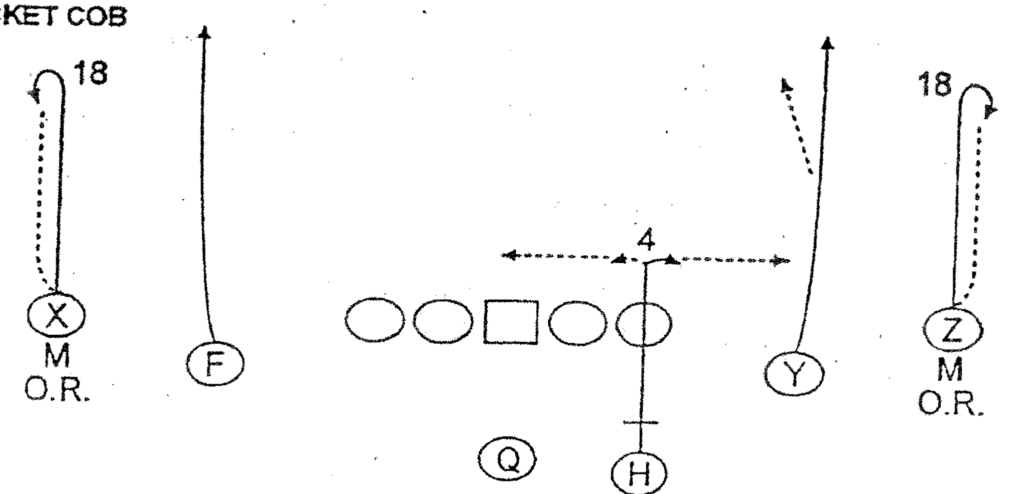
ACE - LOU/RAY

FORMATIONS-MOVEMENTS

DOUBLE - DUAL
- RIFLE ROCKET

ROCKET / LASER PASSES

RIFLE RT ROCKET COB



ASSIGNMENTS

X: 5 ROUTE. RUN-IT.

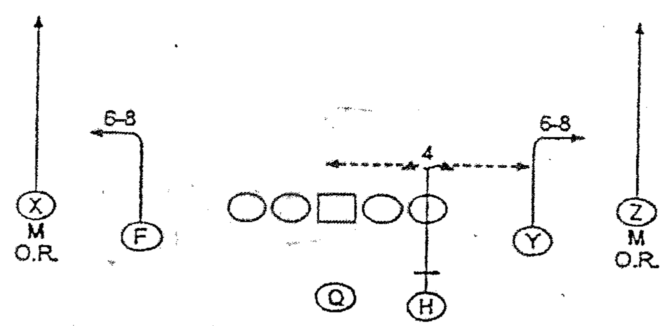
Y: SEAM ROUTE. READ M.F.O. or M.F.C.

Z: 5 ROUTE. RUN-IT.

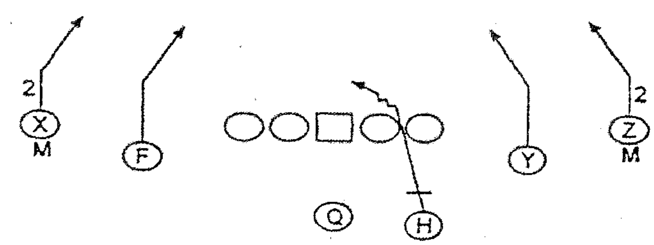
F: SEAM ROUTE.

H: CHECK. BALLOON ROUTE.

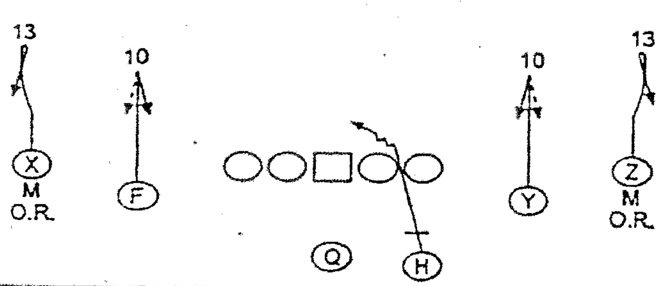
RIFLE RT ROCKET BALLOON



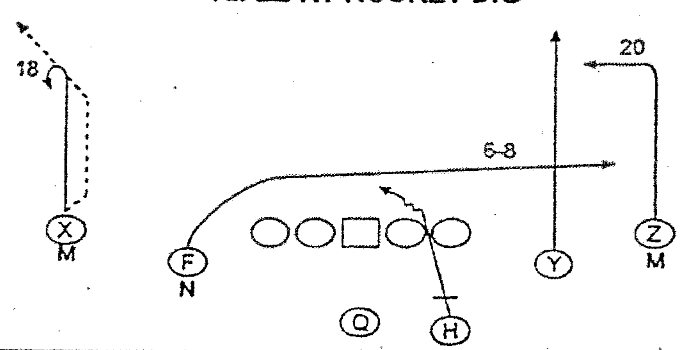
RIFLE RT ROCKET SLICK



RIFLE RT ROCKET STOP



RIFLE RT ROCKET DIG



NOTES

QB: 5 STEP DROP IN GUN. F - Y - H vs M.F.C.
X or Z AWAY FROM ROTATION. Y - H vs M.F.O.

PROTECTIONS

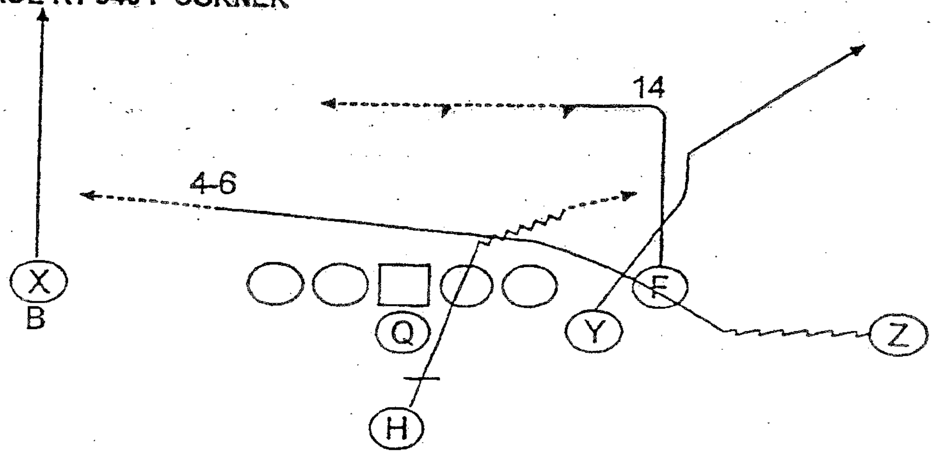
ACE

FORMATIONS-MOVEMENTS

TRIGGER

940 F CORNER

BUNCH RT ZIP ACE RT 940 F CORNER



ASSIGNMENTS

X: 9 ROUTE.

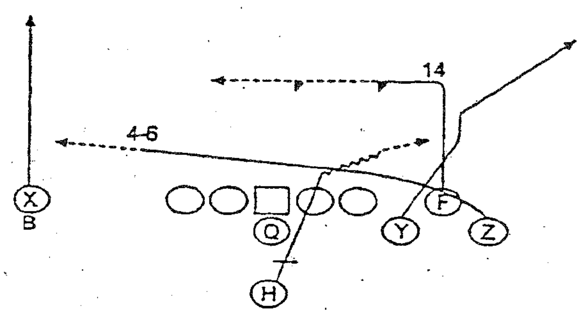
Y: 4 ROUTE.

Z: ZERO ROUTE. READ MAN/ZONE. HOT.

F: CORNER ROUTE.

H: CHECK. STRONGSIDE SNEAK.

BUNCH RT ACE RT 940 F CORNER



NOTES

QB: 7 STEP DROP. Y - Z - H vs ZONE. Z - Y vs MAN.
X BASED ON COVERAGE.

PROTECTIONS

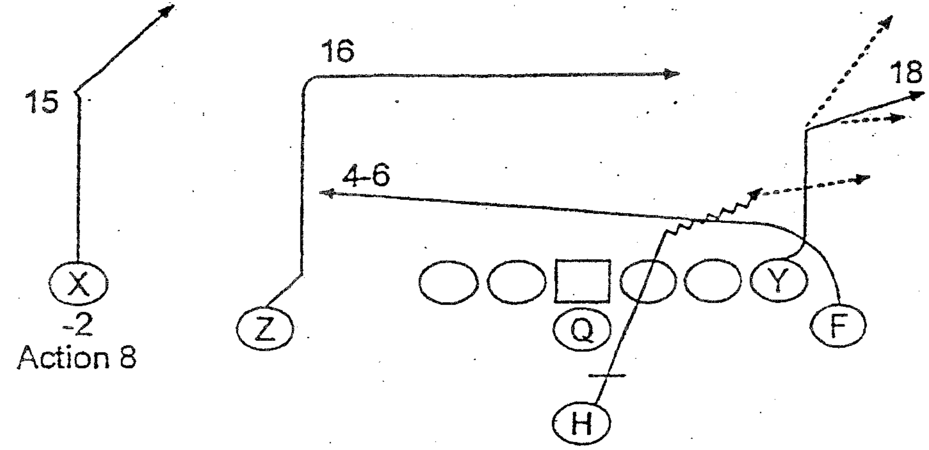
ACE - RIP/LIZ - BRONCO

FORMATIONS-MOVEMENTS

JACK ZIP - SPLIT FLING
- BUNCH - BUNCH ZIP
- JACK FLING

748 F DRAG

FLANK RT ACE RT 748 F DRAG



ASSIGNMENTS

X: ACTION 8 ROUTE.

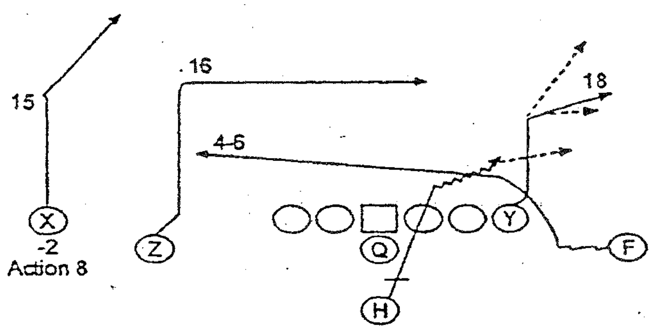
Y: 7 ROUTE.

Z: INSIDE 4 ROUTE.

F: DRAG ROUTE. HOT.

H: CHECK. STRONGSIDE SNEAK.

FLEX RT FLIP ACE RT 748 F DRAG



NOTES

QB: 7 STEP DROP. CHECK X vs QUARTERS. Z - F - H.

PROTECTIONS

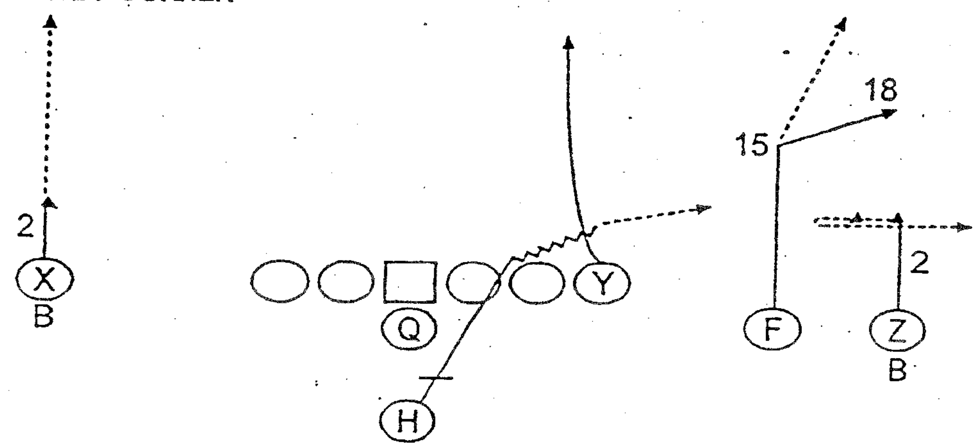
ACE

FORMATIONS-MOVEMENT

FLANK - FLEX FLIP

192 F CORNER

TWINS RT ACE RT 192 F CORNER



ASSIGNMENTS

X: 1 ROUTE.

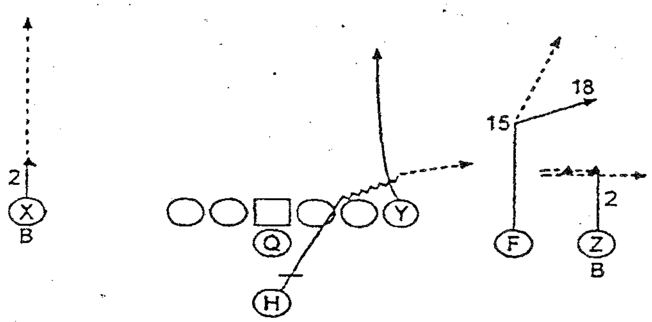
Y: 9 ROUTE.

Z: 2 ROUTE. SMASH ROUTE.

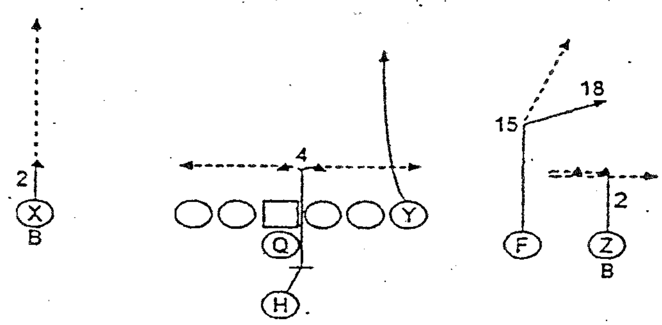
F: CORNER ROUTE.

H: CHECK. STRONGSIDE SNEAK.

TREY RT ACE RT 192 F CORNER



TWINS RT ACE RT 192 F CORNER / BALLOON



NOTES

QB: 5 STEP DROP FOR HITCHES. Y - H vs COVER 2.
F - H vs PRESS MAN.

PROTECTIONS

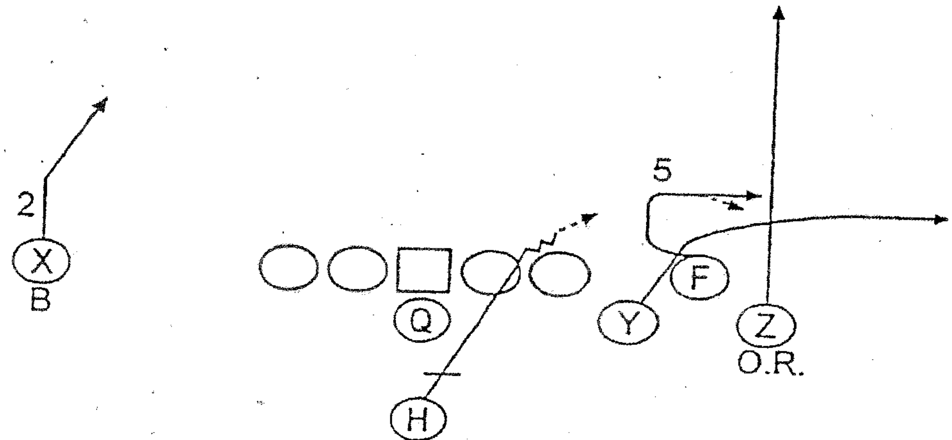
ACE

FORMATIONS-MOVEMENT

TWINS - TREY

239 F FLAT

BUNCH RT QUICK ACE RT 239 F FLAT



ASSIGNMENTS

X: 2 ROUTE. SLANT.

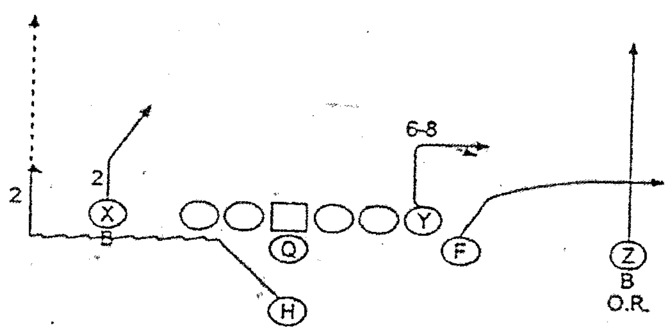
Y: QUICK 3 ROUTE.

Z: 9 ROUTE.

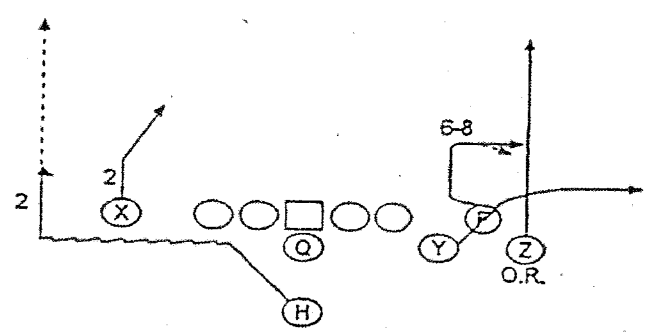
F: FLAT ROUTE.

H: CHECK. STRONGSIDE SNEAK.

TRIPS RT TEX GONE RT 239 F FLAT



BUNCH RT TEX GONE RT 239 F FLAT



NOTES

QB: 3 STEP DROP. TAKE X - H. F - Y - X vs COVER 8 or 5.

PROTECTIONS

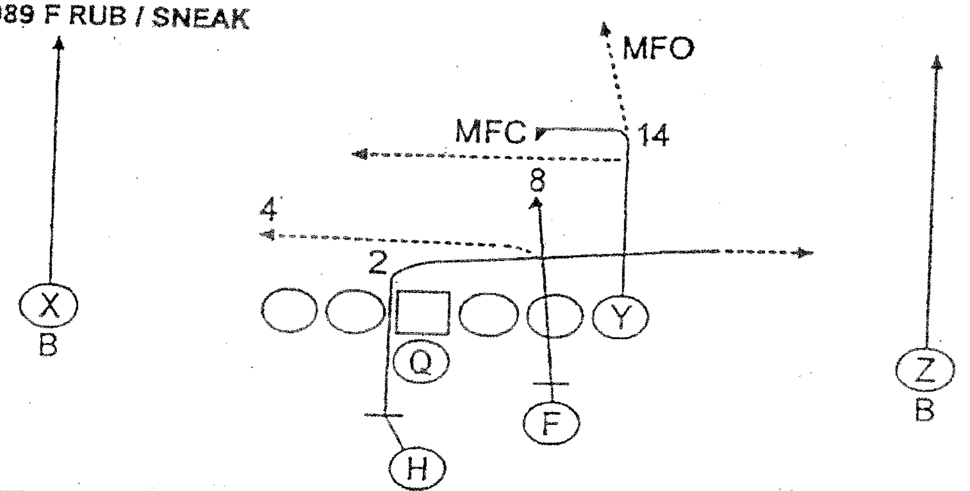
QUICK ACE

FORMATIONS-MOVEMENTS

TRIPS - TRIPS MOTION
- BUNCH

989 F RUB / SNEAK

JACK RT LIZ 989 F RUB / SNEAK



ASSIGNMENTS

X: 9 ROUTE.

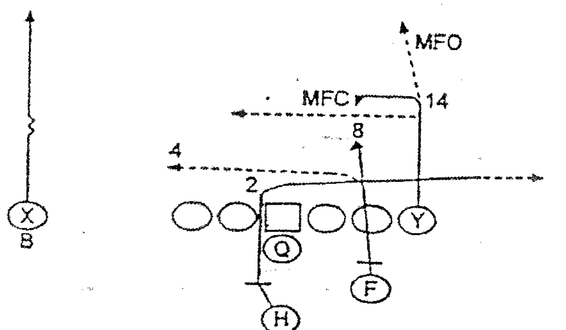
Y: 8 ROUTE.

Z: 9 ROUTE.

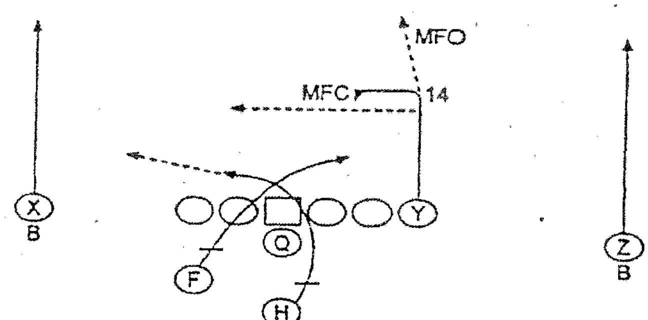
F: CHECK. RUB ROUTE.

H: CHECK. SNEAK ROUTE.

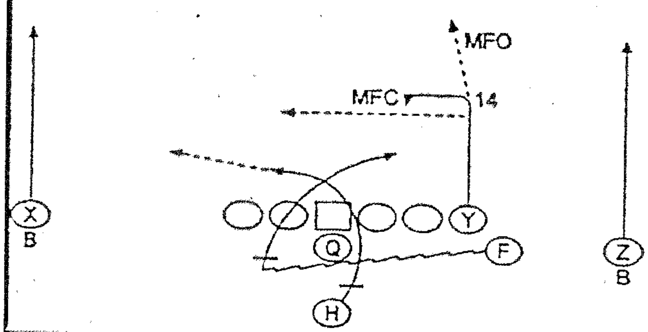
JACK RT LIZ 989 PUMP F RUB / SNEAK



QUEEN RT RIP 989 BACKS CROSS



DEUCE RT JAM RIP 989 BACKS CROSS



NOTES

QB: 5 STEP DROP. X or Y BASED ON 1 on 1 & PERSONNEL. PUMP Y to Z vs COVER 2.

PROTECTIONS

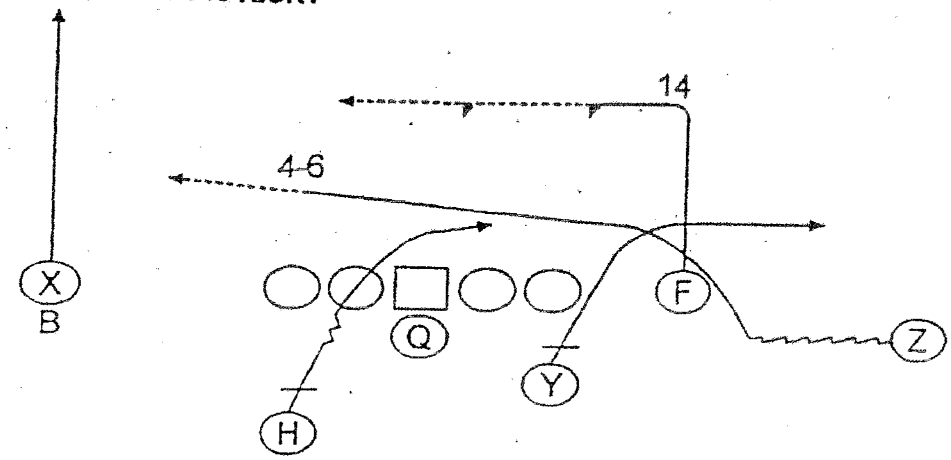
RIP/LIZ

FORMATIONS-MOVEMENT

JACK - TRIPS MOTION
- DEUCE JAM - QUEEN

940 RICKY / LUCKY

BUNCH RT ZIP BRONCO RT 940 RICKY



ASSIGNMENTS

X: 9 ROUTE.

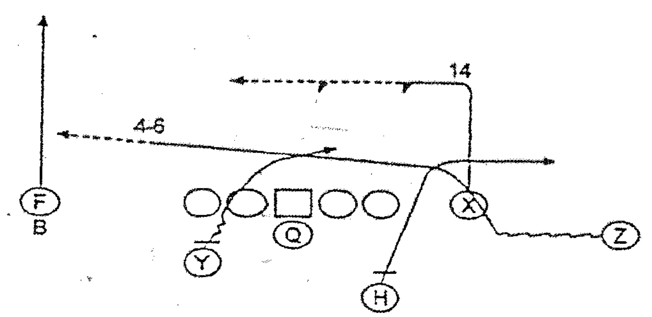
Y: CHECK. FLAT ROUTE.

Z: ZERO ROUTE.

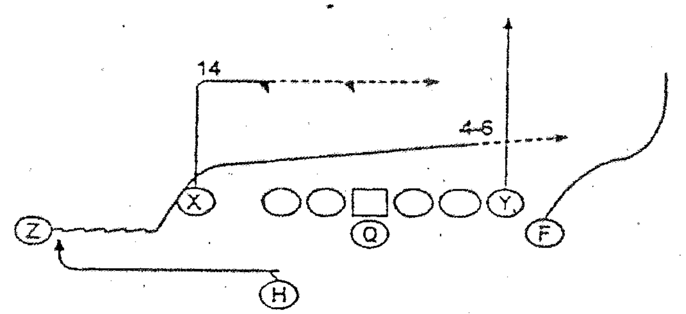
F: 4 ROUTE.

H: CHECK. SNEAK ROUTE.

FLEET LT ZIP BRONCO RT 940 RICKY



FLOAT RT ZIP SCAT RT 940 F SHOOT / SWING



NOTES

QB: 7 STEP DROP. F - Z - H vs ZONE.
Z - F - H vs MAN.

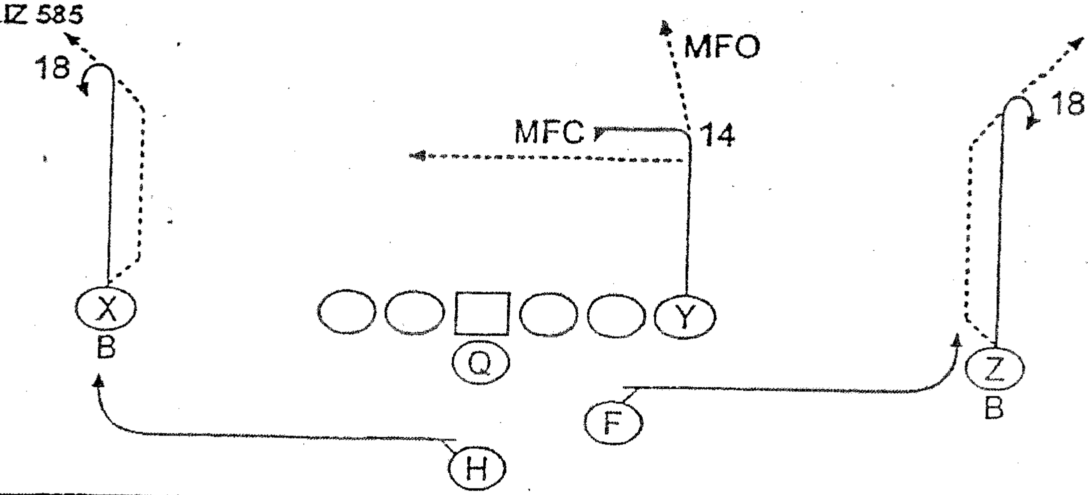
PROTECTIONS

BRONCO - ACE - SCAT

FORMATIONS-MOVEMENT

BUNCH ZIP - FLEX ZIP

JACK RT LIZ 585



ASSIGNMENTS

X: 5 ROUTE. READ-IT.

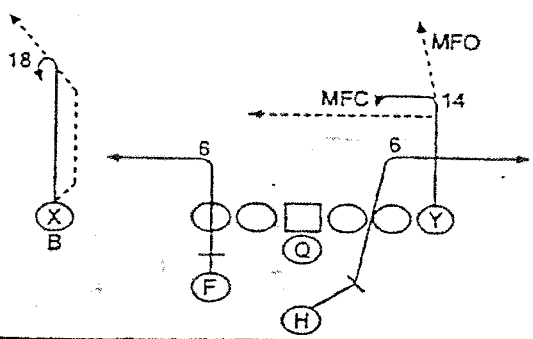
Y: 8 ROUTE.

Z: 5 ROUTE. READ-IT.

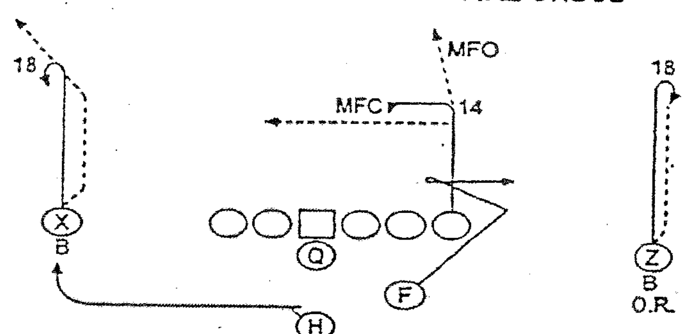
F: CHECK. SWING ROUTE.

H: CHECK. SWING ROUTE.

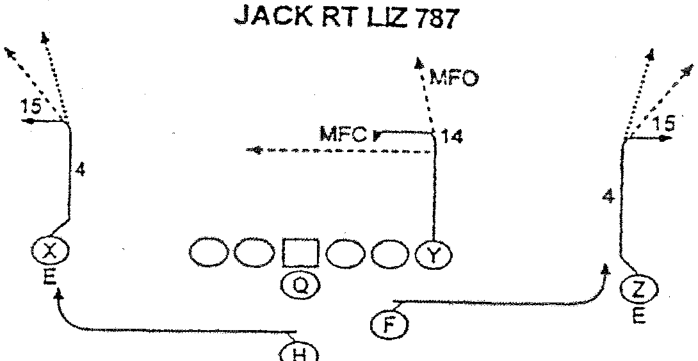
QUEEN RT RIP 585 OUT



JACK RT SCAT RT 585 F FAKE CROSS



JACK RT LIZ 787



NOTES

QB: 7 STEP DROP. X - H. Z - F vs WEAK ROLL.

PROTECTIONS

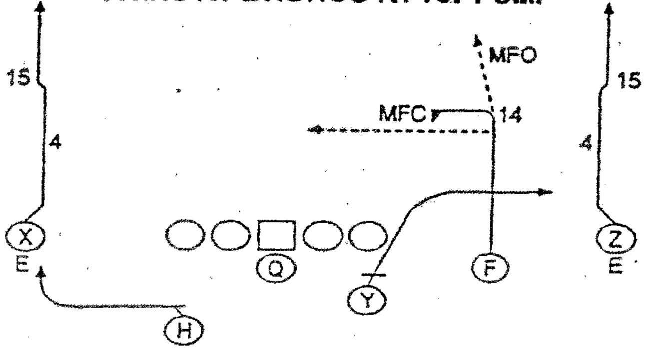
RIP/LIZ - SCAT

FORMATIONS-MOVEMENTS

I - JACK - TRIPS MOTION

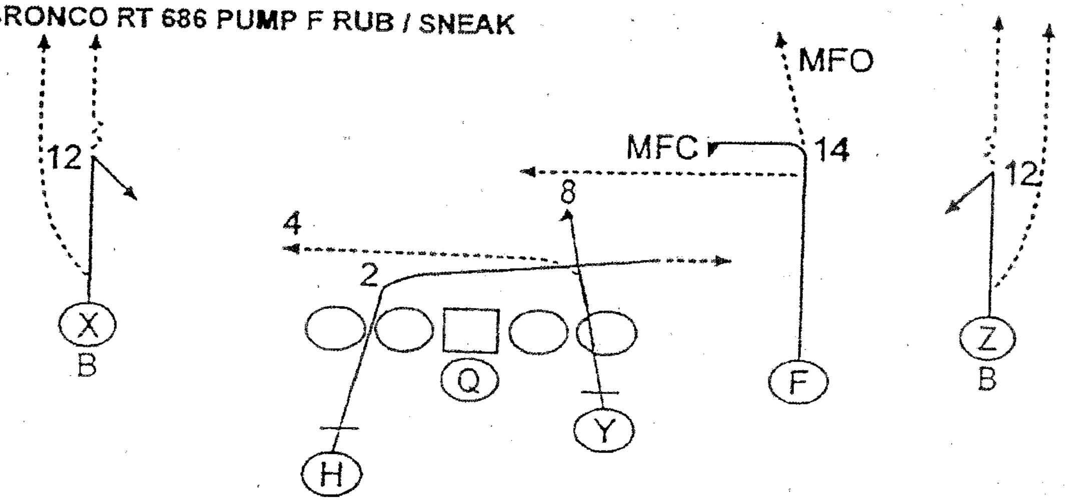
#1

TWINS RT BRONCO RT 787 PUMP



686 PUMP F RUB / SNEAK

TWINS RT BRONCO RT 686 PUMP F RUB / SNEAK



ASSIGNMENTS

X: CORNER OFF - 6 ROUTE. CORNER PRESS - 9 PUMP. CORNER ROLL - 9 ROUTE.

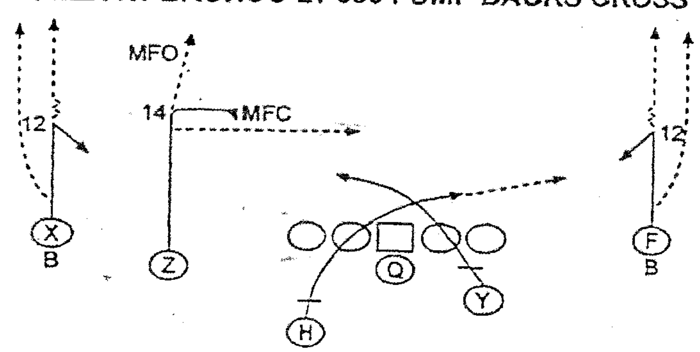
Y: CHECK. RUB ROUTE.

Z: CORNER OFF - 6 ROUTE. CORNER PRESS - 9 PUMP. CORNER ROLL - 9 ROUTE.

F: INSIDE 8 ROUTE. READ M.F.O. or M.F.C.

H: CHECK. SNEAK ROUTE.

FLEX RT BRONCO LT 686 PUMP BACKS CROSS



NOTES

QB: 5 STEP DROP. 7 STEP DROP vs COVER 2. CHOICE OF X or Z TO SNEAK. F - H vs COVER 2. CORNERS OFF, GO AWAY FROM THE DROP-IN SAFETY. WORK AS 989 VS. COVER 2.

PROTECTIONS

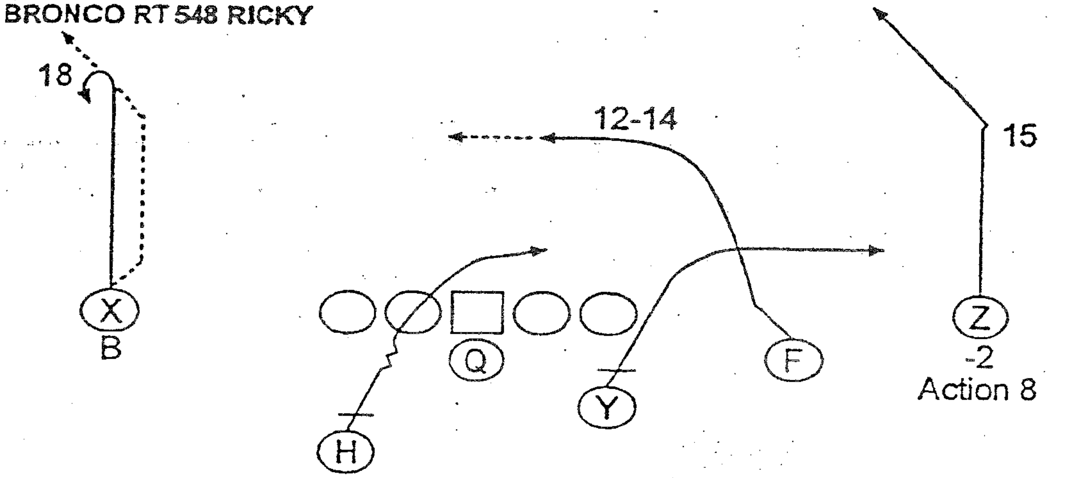
BRONCO

FORMATIONS-MOVEMENTS

TWINS - FLEX - TREY

548 RICKY / LUCKY

TWINS RT BRONCO RT 548 RICKY



ASSIGNMENTS

X: 5 ROUTE. READ-IT.

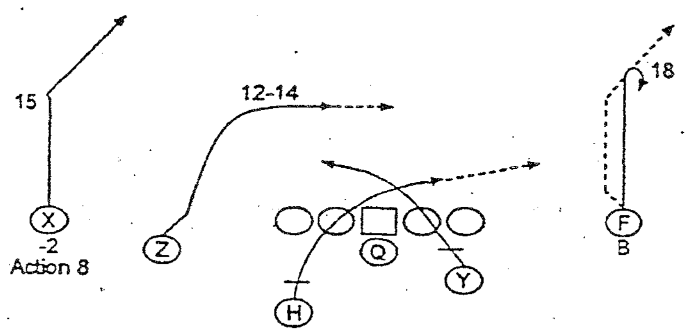
Y: CHECK. FLAT ROUTE.

Z: ACTION 8 ROUTE.

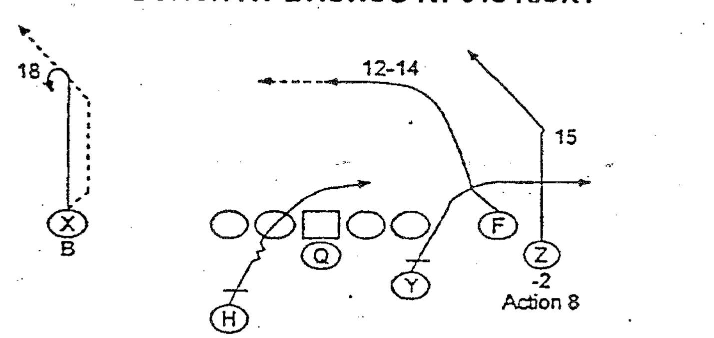
F: INSIDE 4 ROUTE.

H: CHECK. SNEAK ROUTE.

FLEX RT BRONCO LT 548 BACKS CROSS



BUNCH RT BRONCO RT 548 RICKY



NOTES

QB: 7 STEP DROP. X - H vs M.F.C.
(Z) - F - H vs ANY WEAK CLOUD.

PROTECTIONS

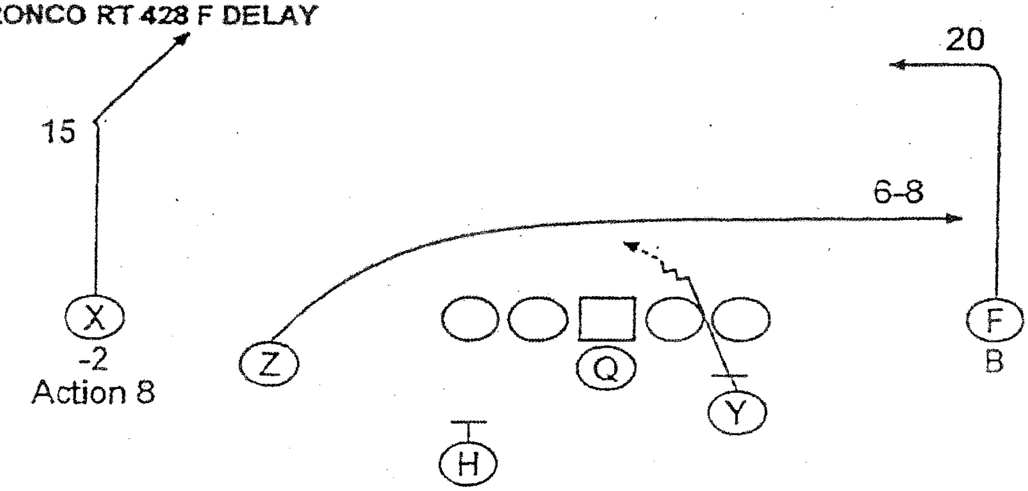
BRONCO

FORMATIONS-MOVEMENTS

TWINS - FLEX - BUNCH

428 F DELAY

FLEX RT BRONCO RT 428 F DELAY



ASSIGNMENTS

X: ACTION 8 ROUTE.

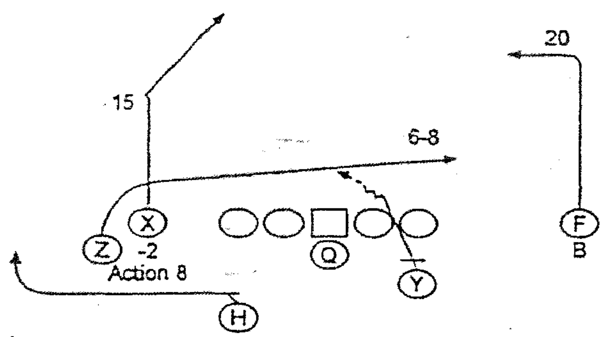
Y: CHECK. DELAY ROUTE.

Z: 2 ROUTE. DON'T READ. CONTINUE THRU.

F: 4 ROUTE.

H: CHECK. SWING ROUTE.

FLEET RT BRONCO LT 428 F DELAY



NOTES

QB: 7 STEP DROP. X - Z - F.

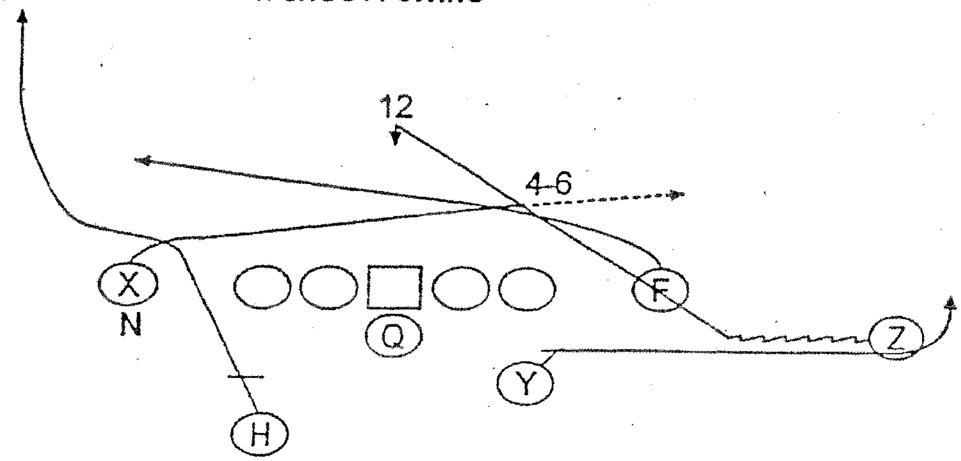
PROTECTIONS

BRONCO

FORMATIONS-MOVEMENTS

FLEX - FLEX ZIP - FLEET - FLEET ZIP

BUNCH RT ZIP BRONCO LT 022 STOP H SHOOT / SWING



ASSIGNMENTS

X: ZERO ROUTE. READ MAN/ZONE.

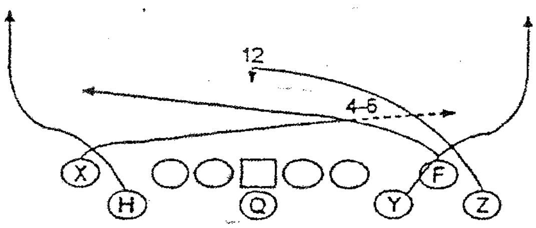
Y: CHECK. SWING ROUTE.

Z: 2 STOP ROUTE.

F: 2 ROUTE. STAY ON THE MOVE.

H: CHECK. SHOOT ROUTE.

TRAILER BUNCH RT GONE RT 022 STOP SHOOT



NOTES

QB: 7 STEP DROP. Z - X - F.

PROTECTIONS

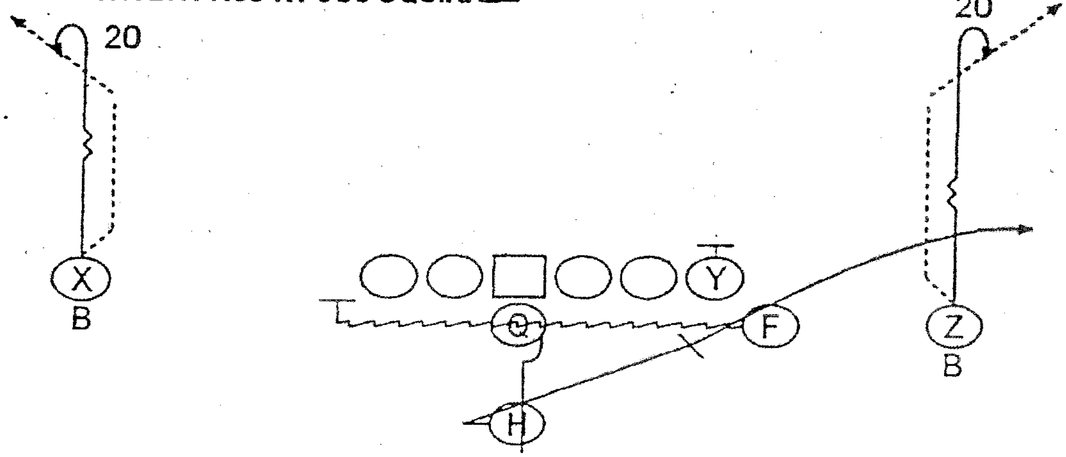
BRONCO WEAK - GONE

FORMATIONS-MOVEMENT

BUNCH - BUNCH ZIP

COUNTER PASS

DEUCE RT JAM COUNTER PASS RT 505 SQUIRREL



ASSIGNMENTS

X: 5 SQUIRREL ROUTE.

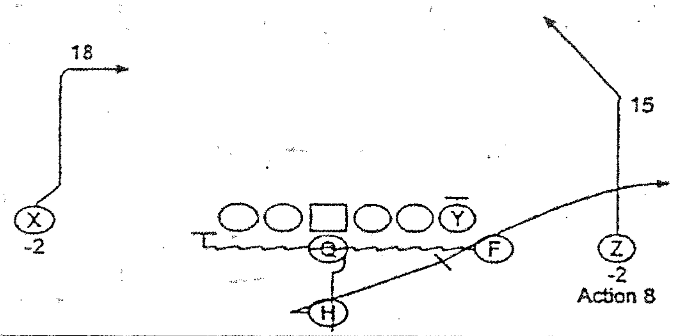
Y: PROTECTION.

Z: 5 SQUIRREL ROUTE.

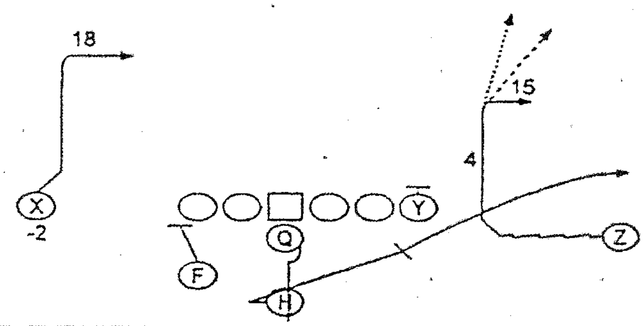
F: PROTECTION.

H: FAKE COUNTER. CHECK. FLAT ROUTE.

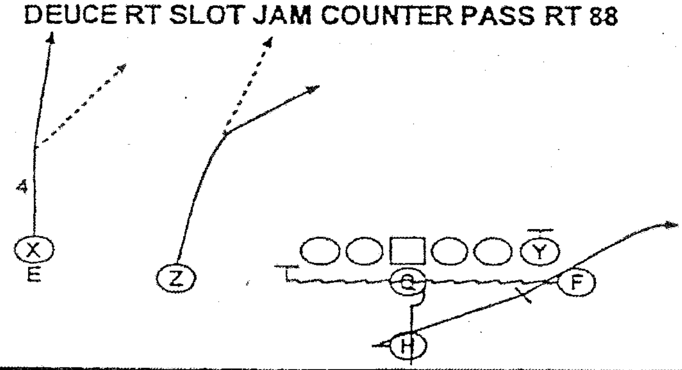
DEUCE RT JAM COUNTER PASS RT SEAM 408



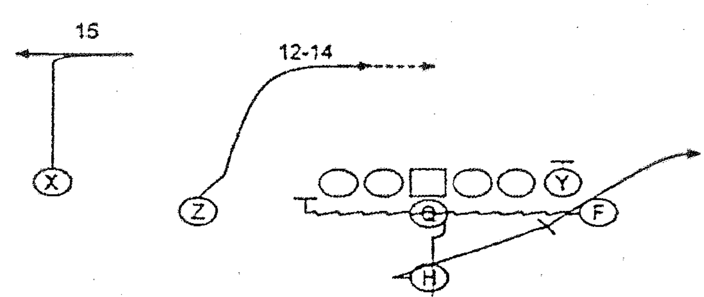
QUEEN RT ZIP COUNTER PASS RT SEAM 407



DEUCE RT SLOT JAM COUNTER PASS RT 88



DEUCE RT SLOT JAM COUNTER PASS RT 44 SPIN



NOTES

QB: FAKE COUNTER. SET 10 YDS DEEP STRONG "A" GAP.

PROTECTIONS

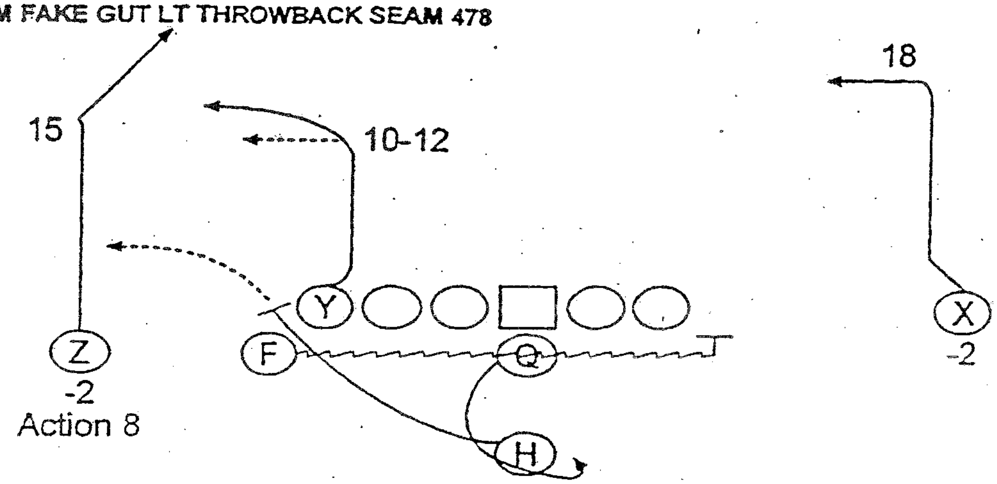
COUNTER PASS

FORMATIONS-MOVEMENTS

DEUCE JAM - DEUCE SLOT JAM - QUEEN ZIP - JACK TITE JAM

FAKE GUT THROWBACK SEAM 478

DEUCE LT JAM FAKE GUT LT THROWBACK SEAM 478



ASSIGNMENTS

X: ACTION 8 ROUTE.

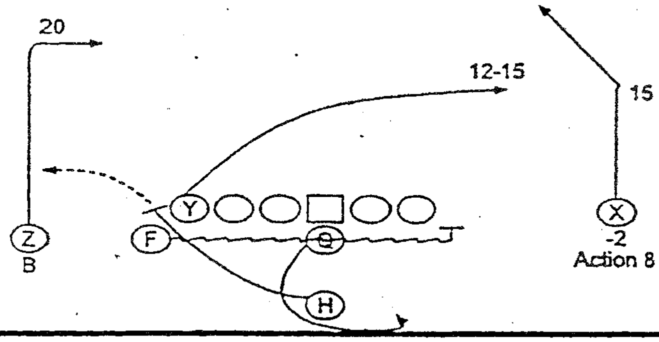
Y: INSIDE RELEASE 7 ROUTE.

Z: SEAM 4 ROUTE.

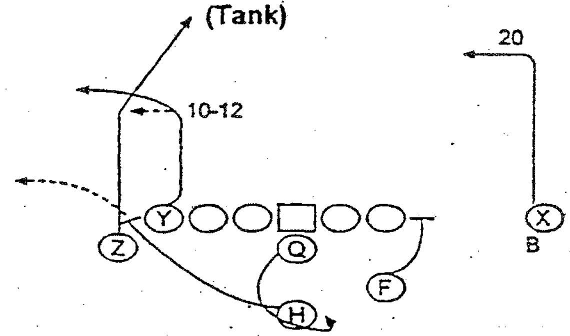
F: PROTECTION.

H: FAKE <u>PRESS</u>. TRICKLE TO FLAT LATE.

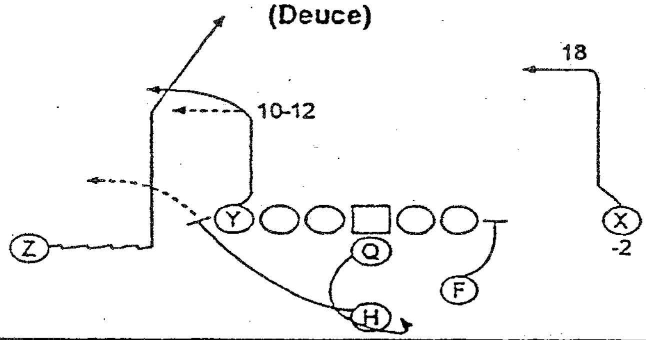
DEUCE LT JAM FAKE GUT LT THROWBACK 824



QUEEN LT WING FAKE GUT LT THROWBACK 824
(Tank)



QUEEN LT ZIP FAKE GUT LT THROWBACK SEAM 478
(Deuce)



NOTES

QB: FAKE PRESS. START ON NAKED. SET 10 YDS DEEP OVER STRONGSIDE GUARD. Y - H.

PROTECTIONS

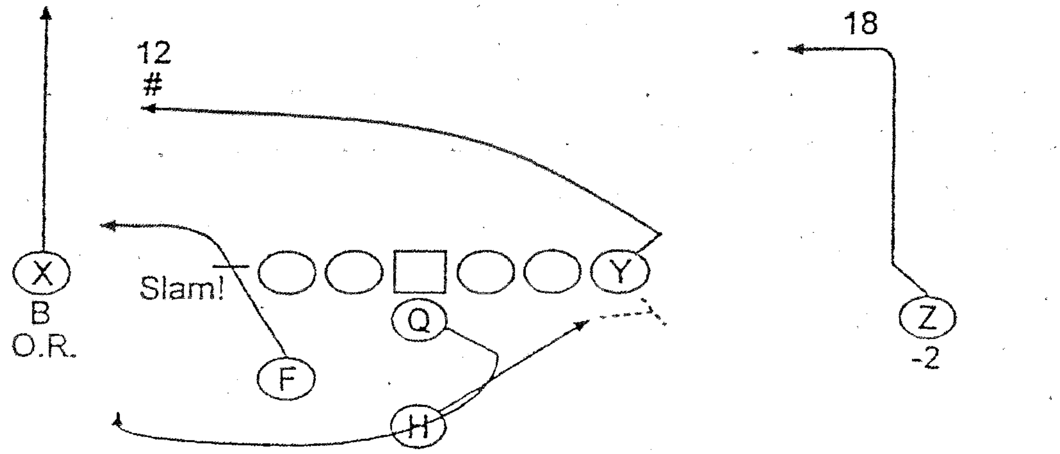
FAKE GUT THROWBACK

FORMATIONS-MOVEMENTS

DEUCE JAM - QUEEN WING - QUEEN ZIP

FAKE PRESS NAKED

QUEEN RT FAKE PRESS RT NAKED LT 924 F FLAT



ASSIGNMENTS

X: 9 ROUTE.

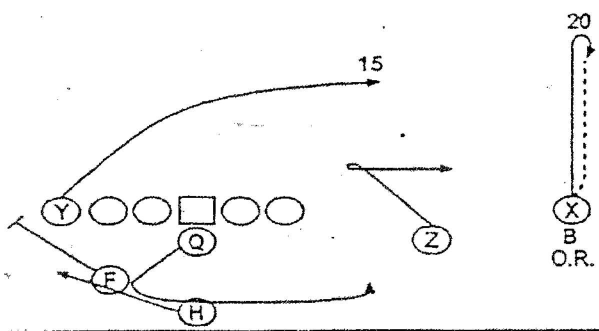
Y: ACTION 2 ROUTE. 12-14 YARDS DEEP.

Z: SEAM 4 ROUTE.

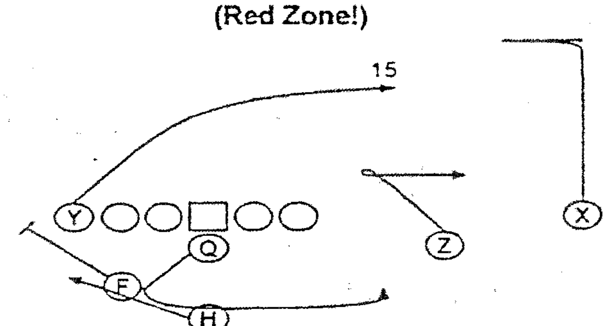
F: BLUFF THE EDGE (GUT COURSE). RUN FLAT ROUTE.

H: FAKE PRESS. BLOCK #4 OFF THE EDGE.

JACK LT SLOT FAKE PRESS LT R.I. NAKED 215



JACK LT SLOT FAKE PRESS LT R.I. NAKED 215
(Red Zone!)



NOTES

QB: FAKE PRESS. ARC WEAK ON NAKED. NEGOTIATE EDGE DEFENDER. F - Y. F - X - Y vs CLOUD.

PROTECTIONS

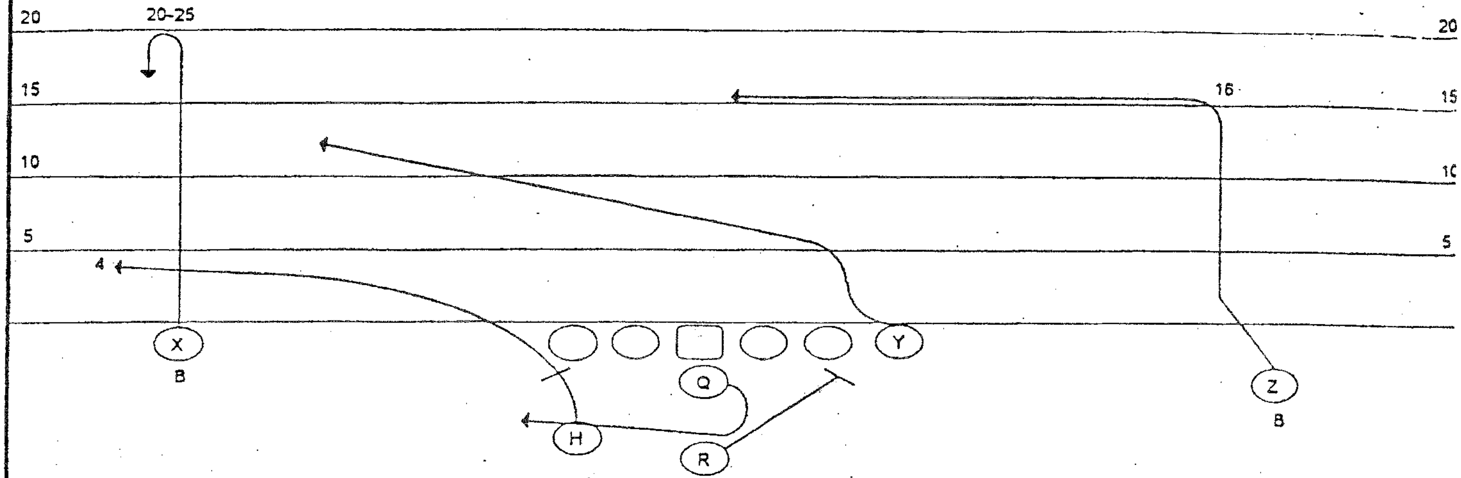
FAKE PRESS NAKED

FORMATIONS-MOVEMENTS

QUEEN - DEUCE JAM
- FIT DEUCE ZOOM
- JACK SLOT

FAKE BELLY BOOT

FAR RT- FAKE BELLY RT, BOOT LT



ASSIGNMENTS

X: (#1 Weak) Run-it 5 route at 20 - 25 yards. You must outside release.

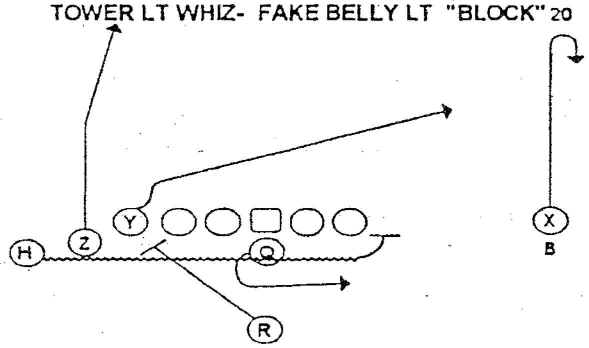
Y: (#2 Strong) Run a Deep 2 route 10-12 yards deep. Work between the Numbers and the Hash.

Z: (#1 Strong) Run 6 route at 18 yards and hunt up the hole. Bluff the SS on Zip.

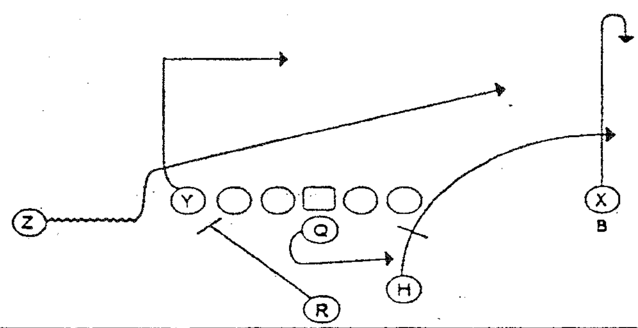
H: (#2 Weak) Seal the outside leg of the tackle, release and run a Flat.

R: Fake Belly.

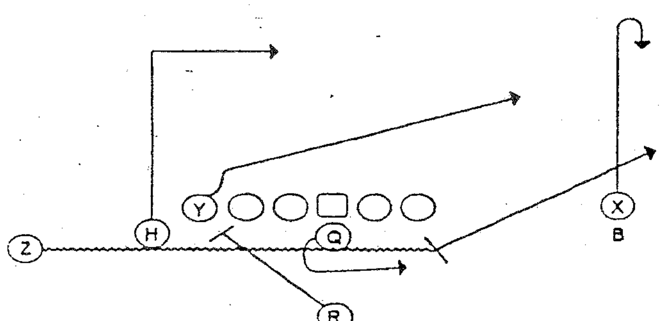
TOWER LT WHIZ- FAKE BELLY LT "BLOCK" 20



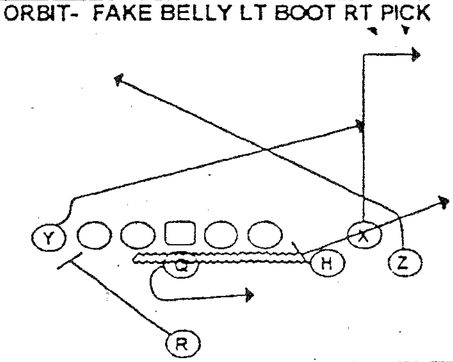
FAR LT- FAKE BELLY BOOT RT Z DRAG



FLANK LT ZAP- FAKE BELLY LT BOOT RT



CLUSTER LT ORBIT- FAKE BELLY LT BOOT RT PICK



QB PROGRESSION / READS

Be aware of possible quick pressure. Work Flat-Y Cross to X Deep 5 route. Possible backside 6.

* Possible Hag Counter Boot action.

BLITZ ADJUST

QB built in "Hot" route to Flat.

PROTECTION

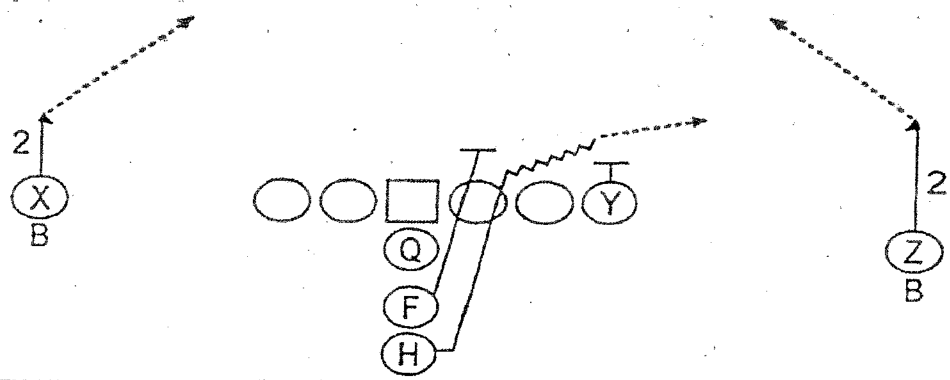
Boot Rt or Lt
Counter Boot

FORMATION / MOVEMENT

Jet

BUBBLE PASS 1O1 READ

I RT BUBBLE PASS RT 1O1 READ



ASSIGNMENTS

X: HITCH vs CORNER OFF. SLANT vs PRESS or CLOUD.

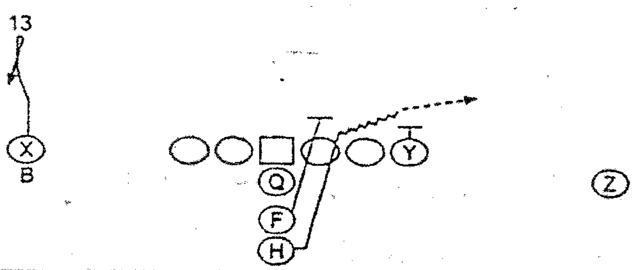
Y: PROTECTION.

Z: HITCH vs CORNER OFF. SLANT vs PRESS or CLOUD.

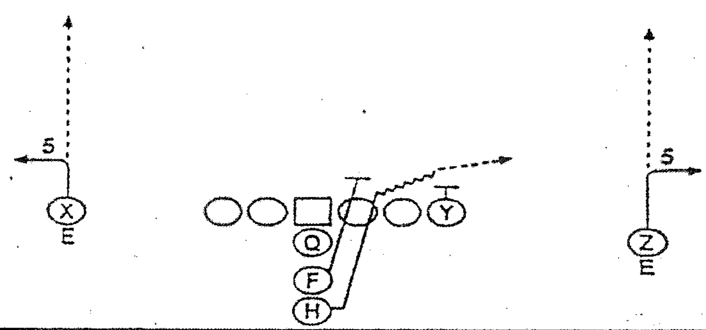
F: PROTECTION.

H: SHORTEN ALIGNMENT. FAKE BUBBLE (NO DELAY). GO FAST.

I RT BUBBLE PASS RT 9O9 STOP



I RT BUBBLE PASS RT 3O3 READ



NOTES

QB: 3 STEP DROP WITH TOKEN FAKE.
CHOICE of X or Z.

PROTECTIONS

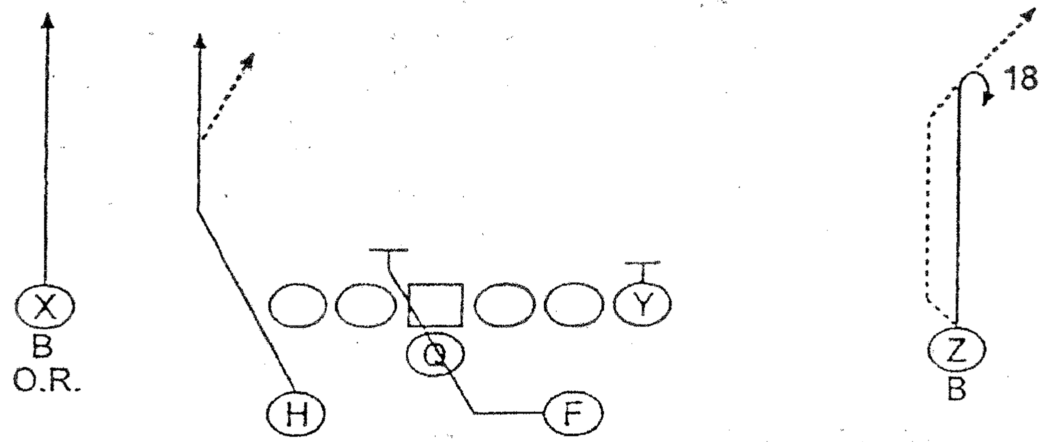
BUBBLE PASS

FORMATIONS-MOVEMENTS

I

TRAP PASS 905 H SEAM

SPLIT RT TRAP PASS LT 905 H SEAM



ASSIGNMENTS

X: 9 ROUTE.

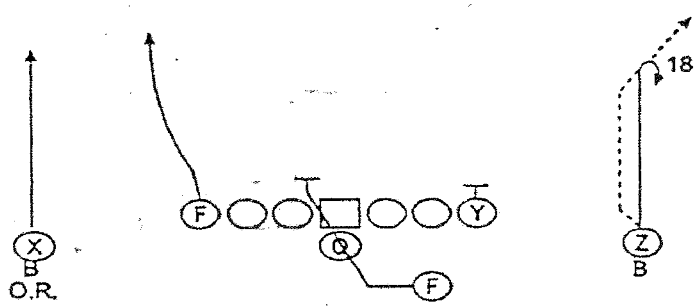
Y: PROTECTION.

Z: 5 ROUTE.

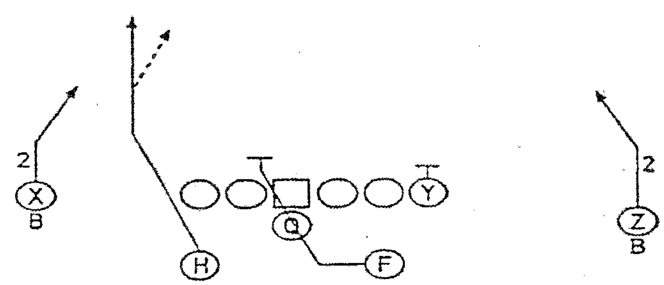
F: FAKE TRAP LT. PROTECTION.

H: SEAM ROUTE.

DEUCE RT TRAP PASS LT 905 F SEAM



SPLIT RT TRAP PASS LT 202 H FLAT



NOTES

QB: FAKE TRAP LT. 5 STEPS AFTER FAKE. H - X - Z.

PROTECTIONS

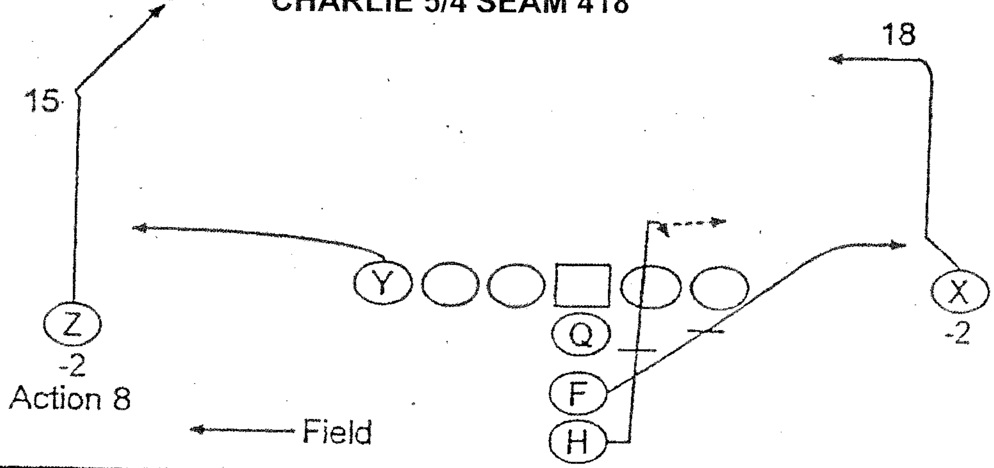
TRAP PASS

FORMATIONS-MOVEMENTS

SPLIT - STEM DEUCE
- FIT DEUCE ZOOM

I LT CHARLIE 4 SEAM 418

CHARLIE 5/4 SEAM 418



ASSIGNMENTS

X: SEAM 4 ROUTE.

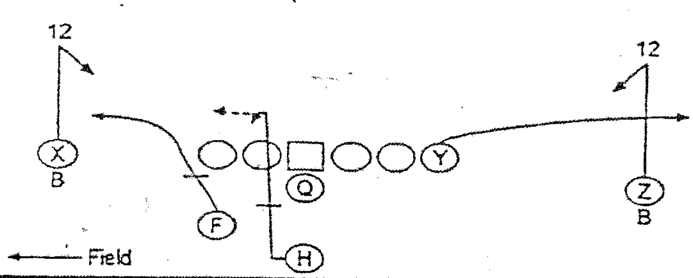
Y: TEEN ROUTE.

Z: ACTION 8 ROUTE.

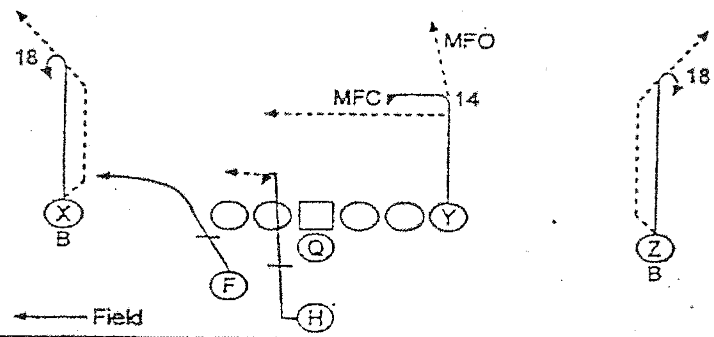
F: CHECK. FLAT ROUTE.

H: CHECK. CHECK DOWN ROUTE.

QUEEN RT CHARLIE 5 616



QUEEN RT CHARLIE 5 585



NOTES

QB: PLAY FAKE. 7 STEP DROP. (F) - X - H.

PROTECTIONS

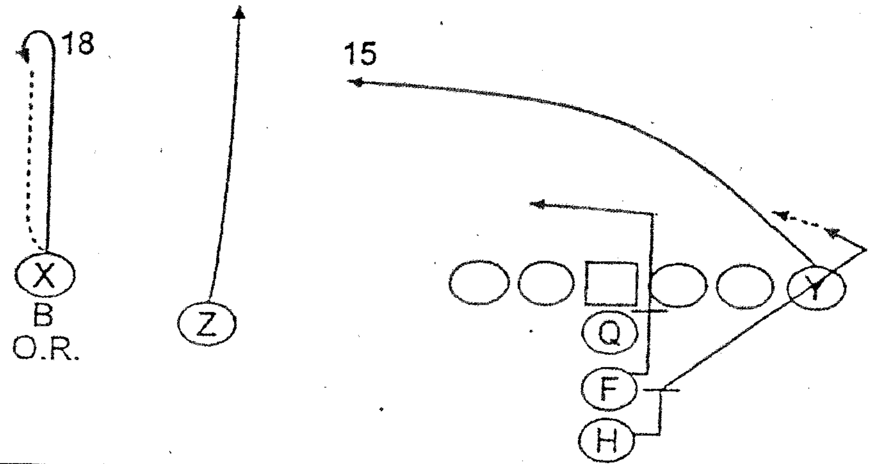
CHARLIE 4/5

FORMATIONS-MOVEMENTS

I - QUEEN

ACT 6/7 295 LUCKY / RICKY

I RT SLOT ACT 6 295 LUCKY



ASSIGNMENTS

X: 5 ROUTE. RUN-IT. MUST OUTSIDE RELEASE.

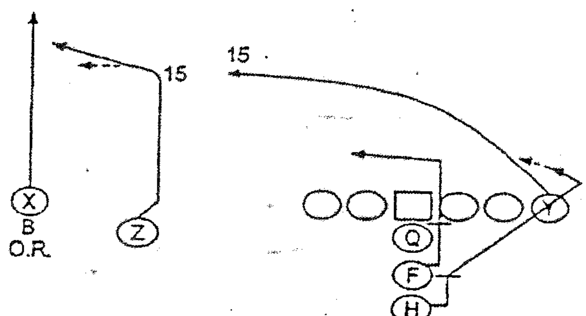
Y: ACTION 2 ROUTE.

Z: INSIDE 9 ROUTE. OUTSIDE RELEASE, SEAM.

F: CHECK. DRAG ROUTE.

H: CHECK. CROSS ROUTE.

I RT SLOT ACT 6 279 LUCKY



NOTES

QB: PLAY FAKE. 7 STEP DROP. Y - F - H.

PROTECTIONS

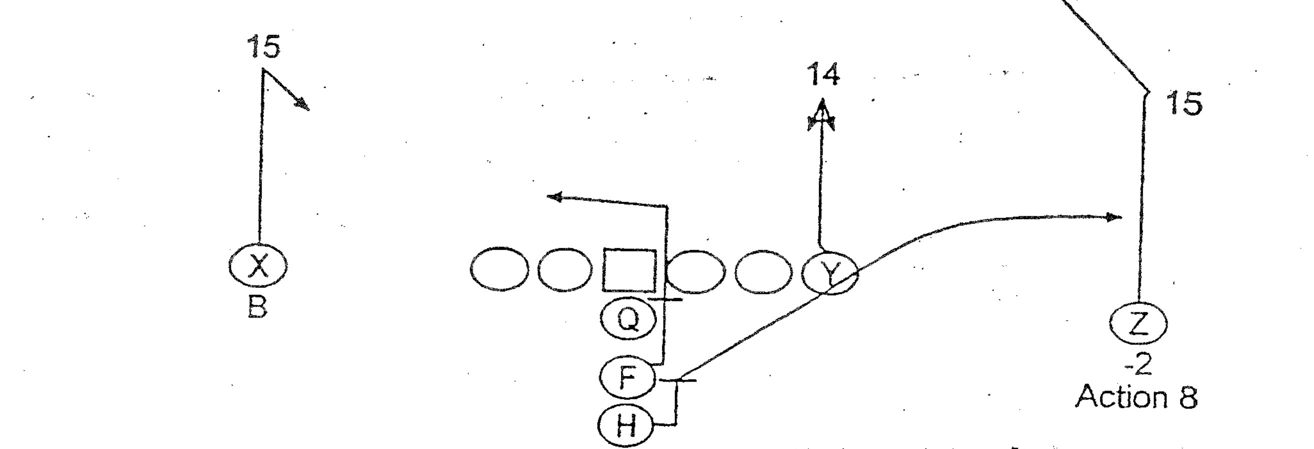
ACT 6/7

FORMATIONS-MOVEMENTS

I SLOT

ACT 6/7 668 F DRAG

I RT ACT 6 668 F DRAG



ASSIGNMENTS

X: 15 YARD 6 ROUTE.

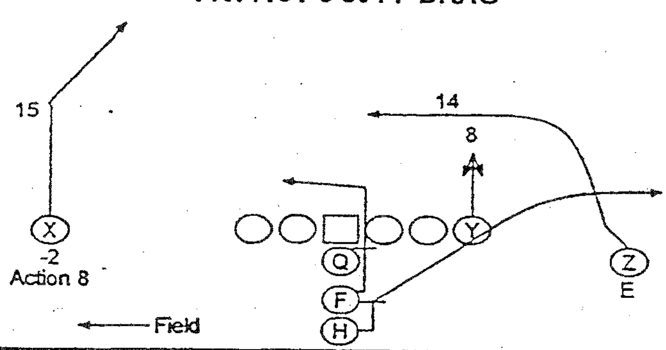
Y: Y "STICK" ROUTE.

Z: ACTION 8 ROUTE.

F: CHECK. DRAG ROUTE.

H: CHECK. FLAT ROUTE.

I RT ACT 6 864 F DRAG



NOTES

QB: PLAY FAKE. 7 STEP DROP. Y - F - X vs M.F.O.
(Z) - Y - F/H vs WEAK CLOUD.

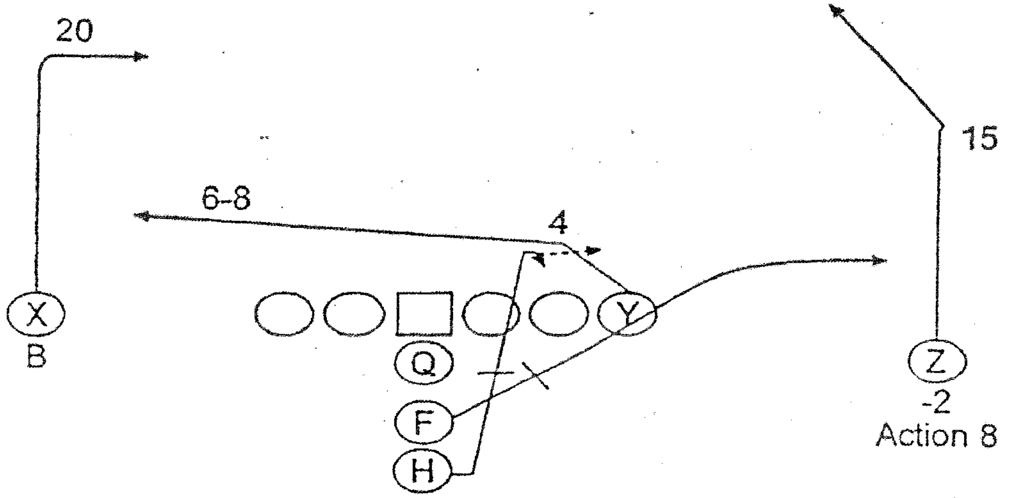
PROTECTIONS

ACT 6/7

FORMATIONS-MOVEMENTS

I

I RT ACT 4 428



ASSIGNMENTS

X: 4 ROUTE.

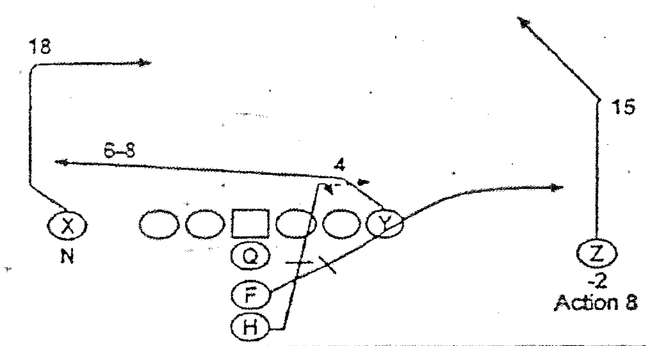
Y: 2 ROUTE. STAY ON THE MOVE. RUN AS IF MAN.

Z: ACTION 8 ROUTE.

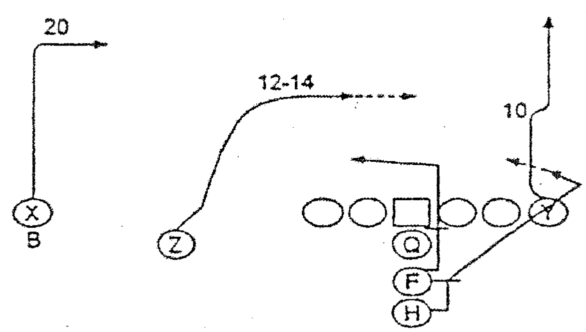
F: CHECK. FLAT ROUTE.

H: CHECK. CHECK DOWN ROUTE.

I RT ACT 4 428



I RT SLOT ACT 4 744 PUMP



NOTES

QB: PLAY FAKE. 7 STEP DROP. X - Y - H.

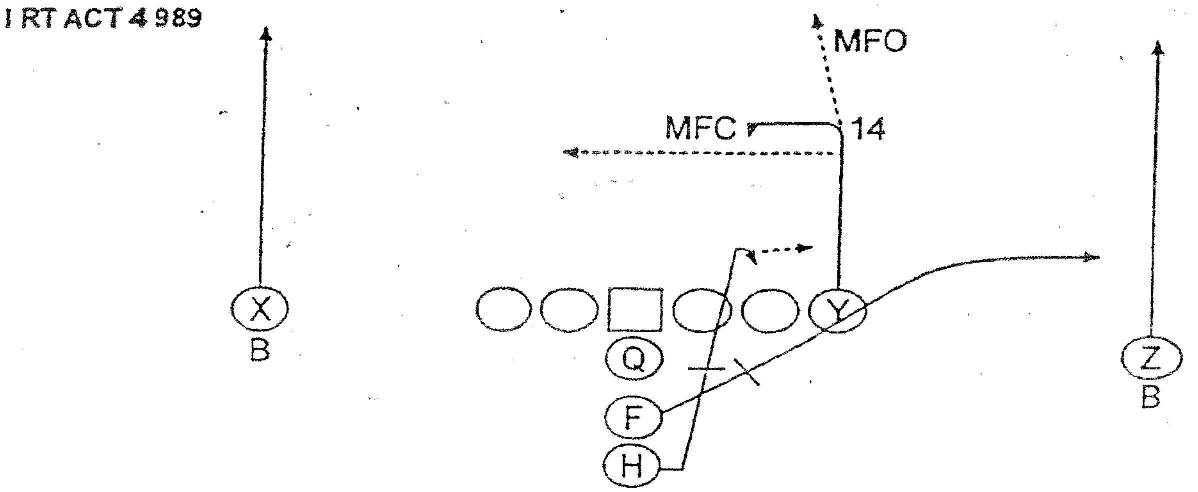
PROTECTIONS

ACT 4/5

FORMATIONS-MOVEMENTS

I - I SLOT - I ZIP

ACT 4/5 989



ASSIGNMENTS

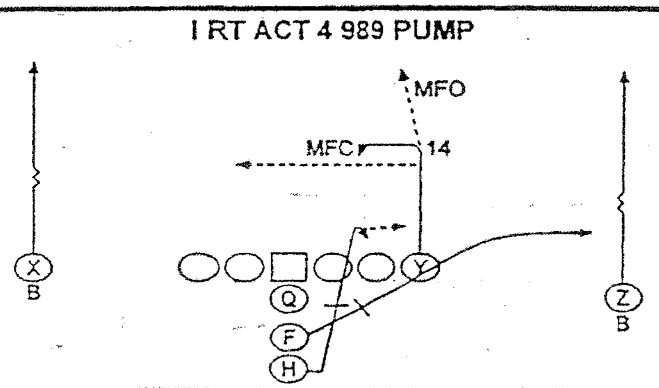
X: 9 ROUTE.

Y: 8 ROUTE.

Z: 9 ROUTE.

F: CHECK. FLAT ROUTE.

H: CHECK. CHECK DOWN ROUTE.



NOTES

QB: PLAY FAKE. 5 STEP DROP vs M.F.C. 7 STEPS vs M.F.O. CHOICE X or Z vs M.F.C. X or AWAY FROM ROTATION. PUMP Y - Z - H vs M.F.O.

PROTECTIONS

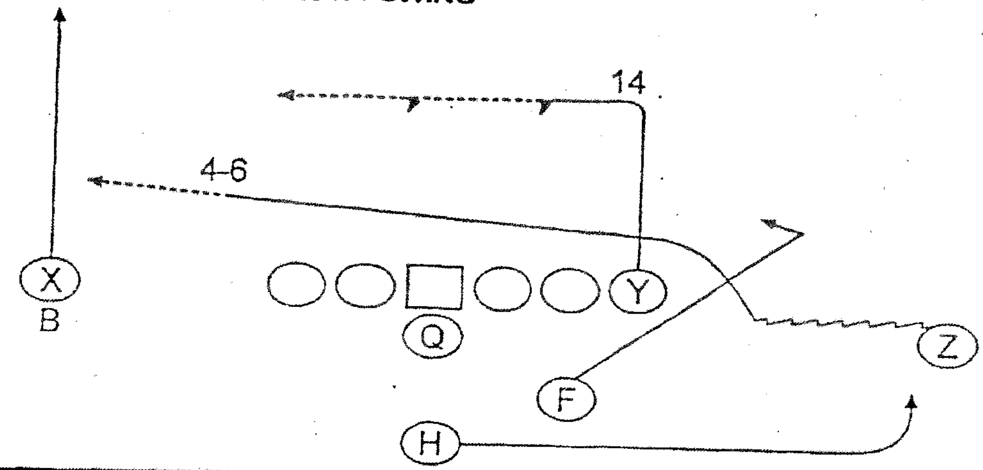
ACT 4/5

FORMATIONS-MOVEMENTS

I

940 F ARROW / SWING

JACK RT ZIP ACE RT HOT 940 F ARROW / SWING



ASSIGNMENTS

X: 9 ROUTE.

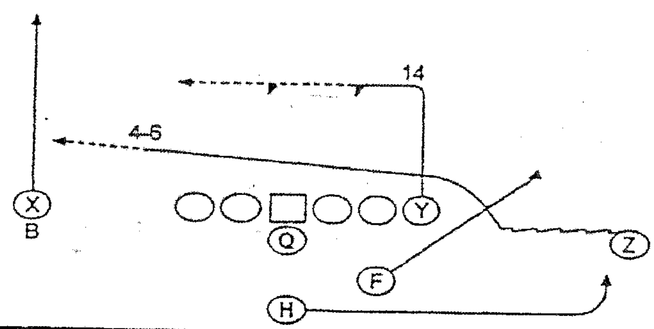
Y: 4 ROUTE.

Z: ZERO ROUTE.

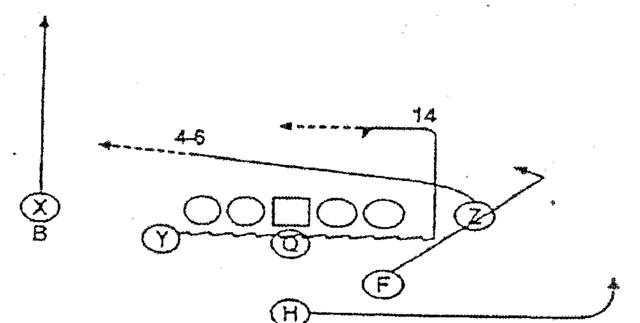
F: ARROW ROUTE. HOT.

H: SWING ROUTE. HOT.

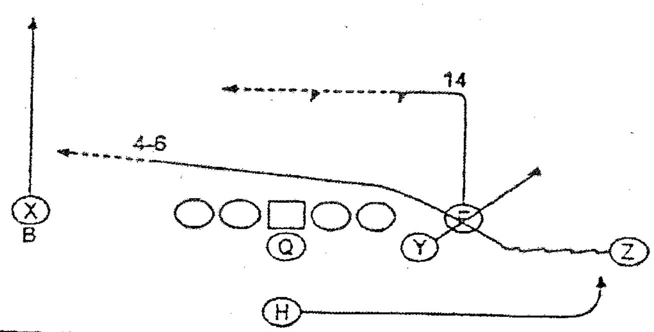
JACK RT ZIP ACE RT HOT 940 F STOP / SWING



JACK RT FLING ACE RT HOT 940 F ARROW / SWING



BUNCH RT ZIP ACE RT 940 F STOP / SWING



NOTES

QB: 7 STEP DROP. F - H - Z.
F - Z as DEFENSE EXPANDS.

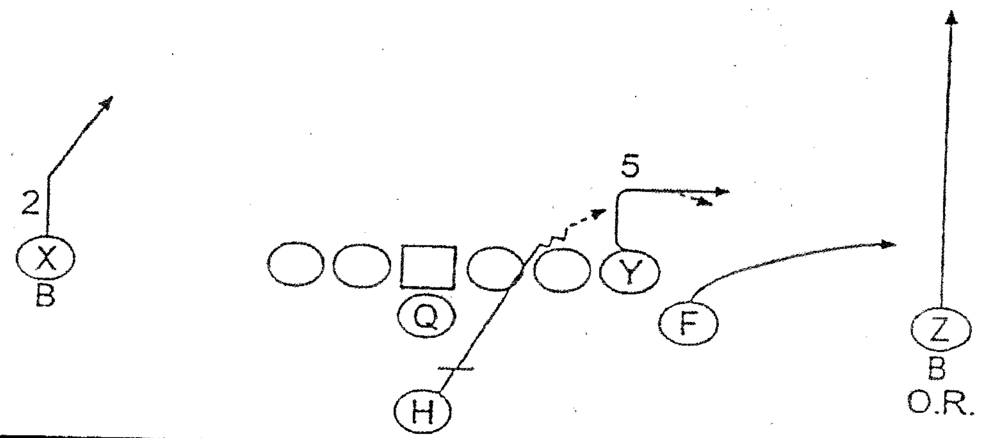
PROTECTIONS

ACE HOT - ACE

FORMATIONS-MOVEMENTS

JACK ZIP - JACK FLING
- BUNCH ZIP

TRIPS RT QUICK ACE RT 239 F FLAT



ASSIGNMENTS

X: 2 ROUTE. SLANT.

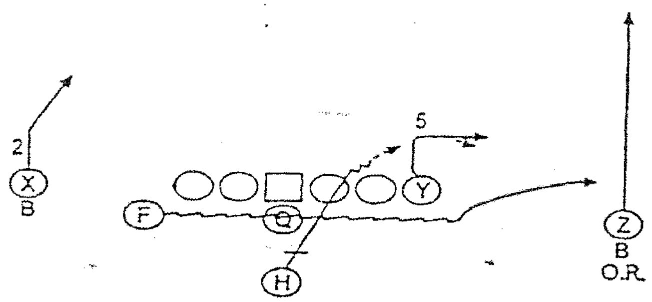
Y: QUICK 3 ROUTE.

Z: 9 ROUTE.

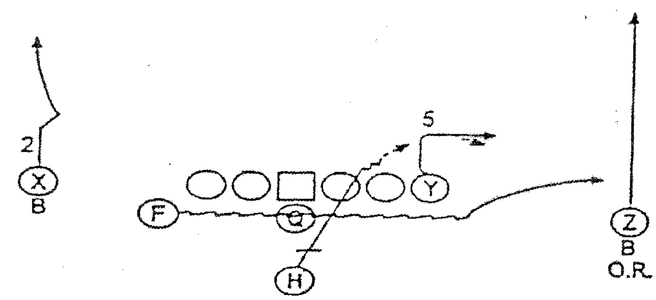
F: FLAT ROUTE.

H: CHECK. STRONGSIDE SNEAK.

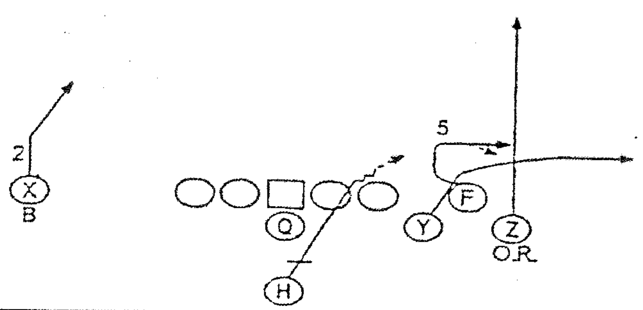
TRIPS RT MOTION QUICK ACE 239 F FLAT



TRIPS RT MOTION QUICK ACE 239 PIDGEON



BUNCH RT QUICK ACE RT 239 F FLAT



NOTES

QB: 3 STEP DROP. TAKE X - H. F - Y - X vs COVER 8 or 5.

PROTECTIONS

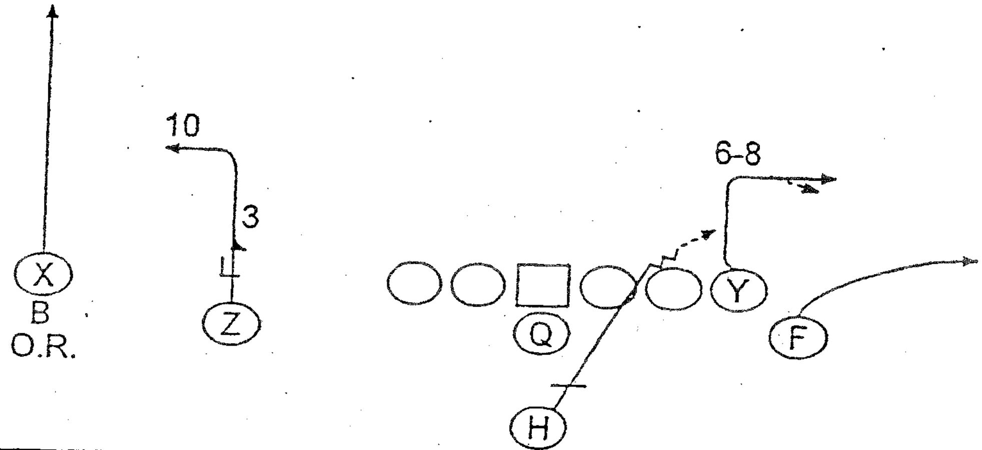
QUICK ACE

FORMATIONS-MOVEMENTS

TRIPS - TRIPS MOTION
- BUNCH

339 F FLAT

FLANK RT ACE RT 339 F FLAT



ASSIGNMENTS

X: 9 ROUTE. MUST OUTSIDE RELEASE.

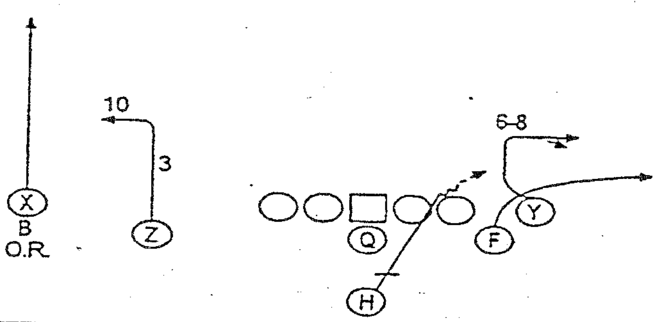
Y: 3 ROUTE.

Z: 3 ROUTE.

F: FLAT ROUTE.

H: CHECK. STRONGSIDE SNEAK.

FLANK RT FAY ACE RT 339 F FLAT



NOTES

QB: 5 STEP DROP. Z - H vs CORNERS OVER or MAN.
F - Y - H vs 3 ON 2.

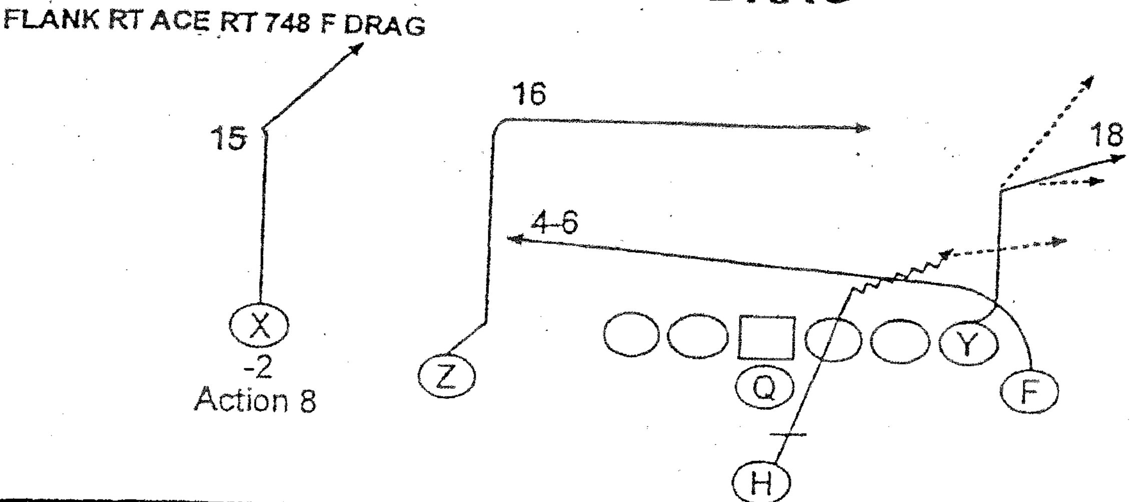
PROTECTIONS

ACE

FORMATIONS-MOVEMENTS

FLANK

748 F DRAG



ASSIGNMENTS

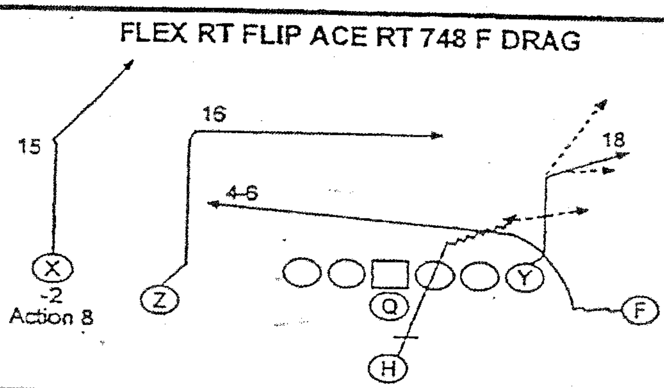
X: ACTION 8 ROUTE.

Y: 7 ROUTE.

Z: INSIDE 4 ROUTE.

F: DRAG ROUTE. HOT.

H: CHECK. STRONGSIDE SNEAK.



NOTES

QB: 7 STEP DROP. CHECK X vs QUARTERS. Z - F - H.

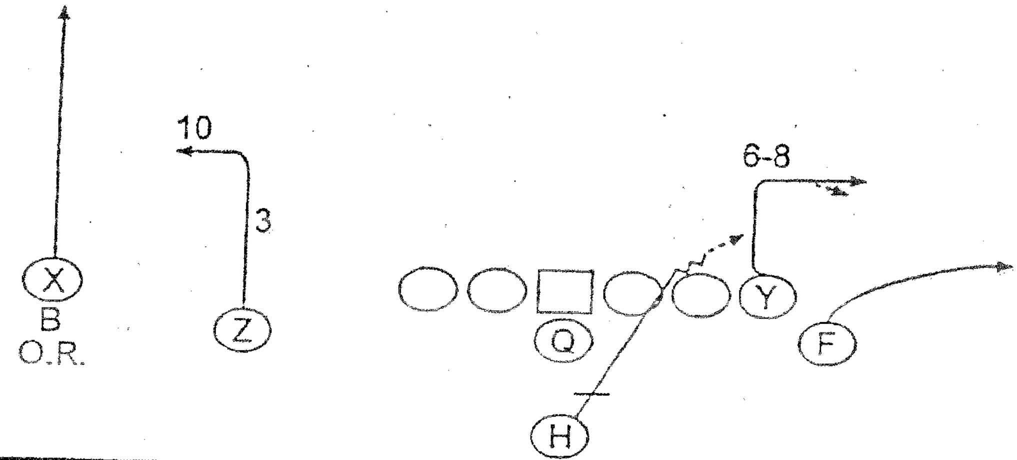
PROTECTIONS

ACE

FORMATIONS-MOVEMENTS

FLANK - FLEX FLIP

FLANK RT ACE RT 339 F FLAT



ASSIGNMENTS

X: 9 ROUTE. MUST OUTSIDE RELEASE.

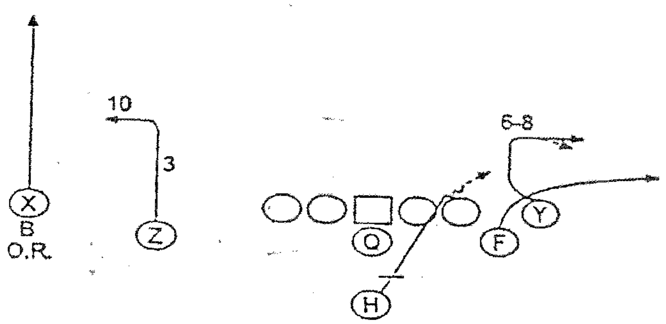
Y: 3 ROUTE.

Z: 3 ROUTE.

F: FLAT ROUTE.

H: CHECK. STRONGSIDE SNEAK.

FLANK RT FAY ACE RT 339 F FLAT



NOTES

QB: 5 STEP DROP. Z - H vs CORNERS OVER or MAN.
F - Y - H vs 3 ON 2.

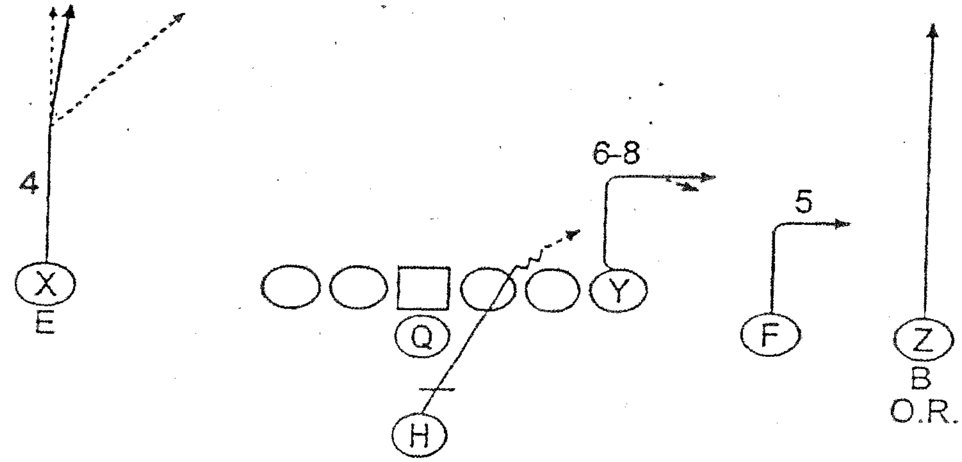
PROTECTIONS

ACE

FORMATIONS-MOVEMENTS

FLANK

TWINS RT ACE RT 839 F FLAT



ASSIGNMENTS

X: 8 ROUTE.

Y: 3 ROUTE.

Z: 9 ROUTE. MUST OUTSIDE RELEASE.

F: FLAT ROUTE.

H: CHECK. STRONGSIDE SNEAK.

NOTES

QB: 5 STEP DROP. X BASED ON COVERAGE.
F - Y - H. (Z) vs COVER 2 IF FREE RELEASE.

PROTECTIONS

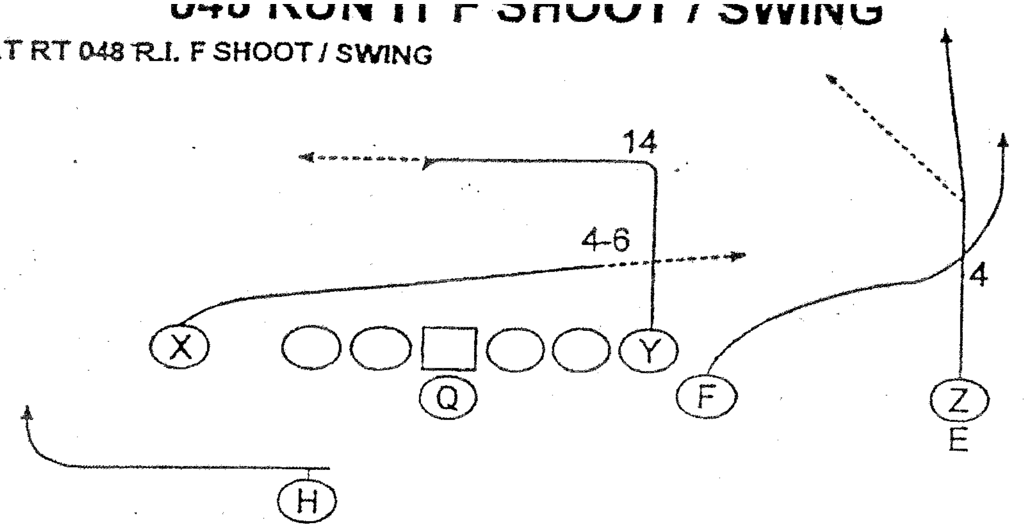
ACE - SCAT

FORMATIONS-MOVEMENTS

TRIPS - TWINS

048 RUN IT F SHOOT / SWING

TRIPS RT SCAT RT 048 R.I. F SHOOT / SWING



ASSIGNMENTS

X: ZERO ROUTE.

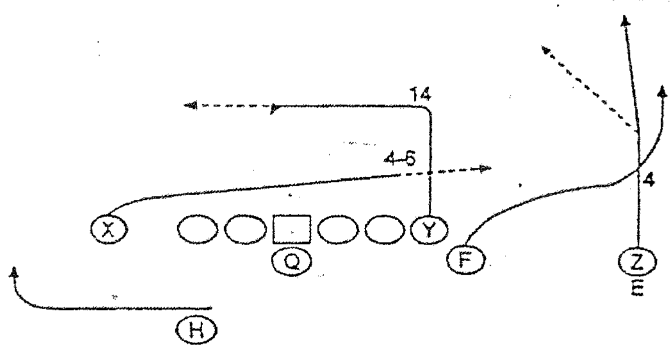
Y: 4 ROUTE.

Z: 8 RUN-IT ROUTE.

F: SHOOT ROUTE. HOT.

H: CHECK. SWING ROUTE LATE.

TRIPS RT SCAT RT 048 R.I. F SHOOT / SWING



NOTES

QB: 7 STEP DROP. FIND X. X - H vs ZONE. X - Y vs MAN. Z IF EVERYTHING IS SET.

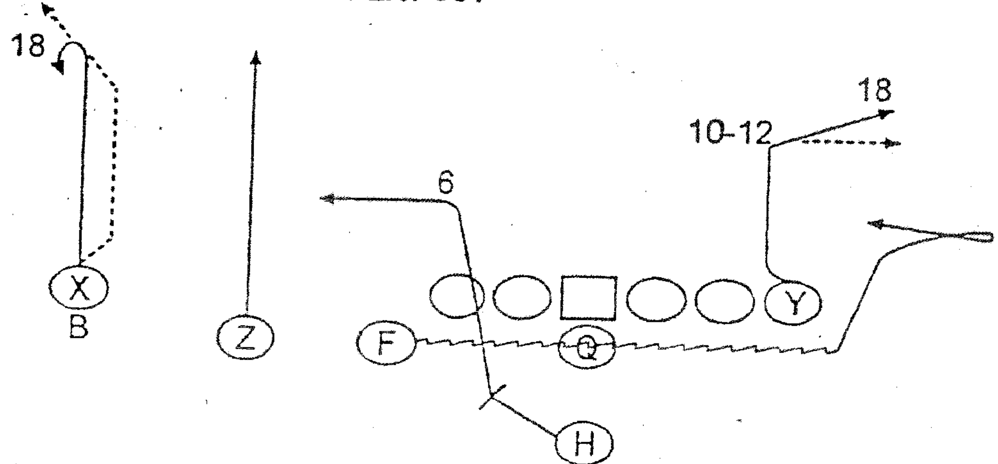
PROTECTIONS

SCAT

FORMATIONS-MOVEMENTS

JACK - TRIPS

FLANK RT MOTION SCAT RT 795 F UNDER / OUT



ASSIGNMENTS

X: 5 ROUTE. READ-IT.

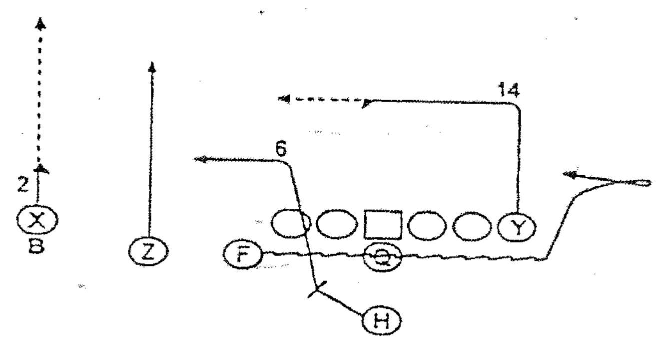
Y: 7 ROUTE. HOT.

Z: 9 ROUTE.

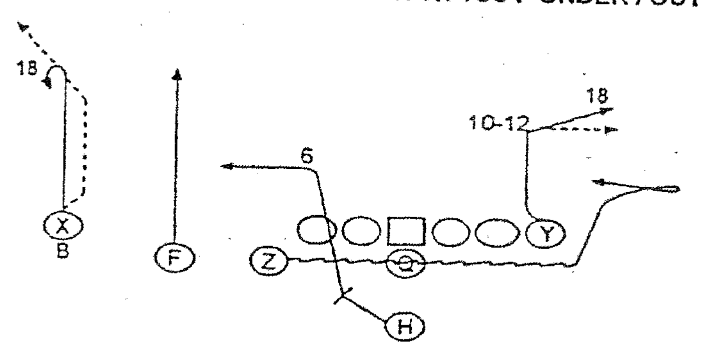
F: UNDER ROUTE.

H: CHECK. OUT ROUTE.

FLANK RT MOTION SCAT RT 491 F UNDER / OUT



FLANK RT FUZZ MOTION SCAT RT 795 F UNDER / OUT



NOTES

QB: 7 STEP DROP. F - Y.

PROTECTIONS

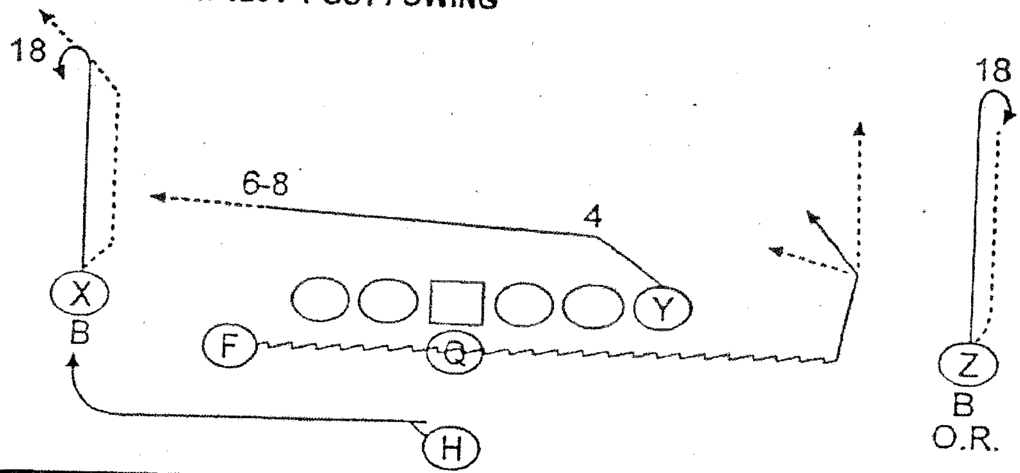
SCAT

FORMATIONS-MOVEMENT

FLANK CHANGE - FLANK MOTION - FLANK FUZZ MOTION

525 F POST / SWING

TWINS RT MOTION SCAT RT 525 F POST / SWING



ASSIGNMENTS

X: 5 ROUTE. READ-IT.

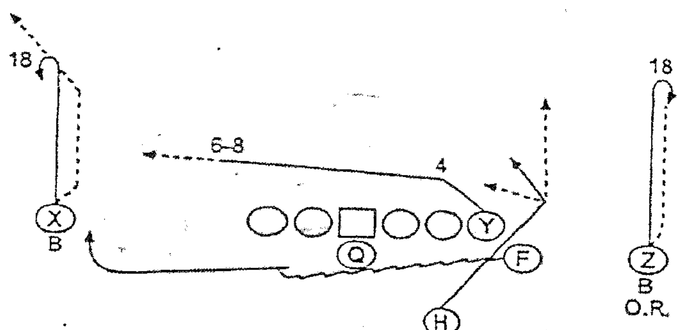
Y: 2 ROUTE. READ MAN/ZONE. HOT.

Z: 5 ROUTE. RUN-IT. MUST OUTSIDE RELEASE.

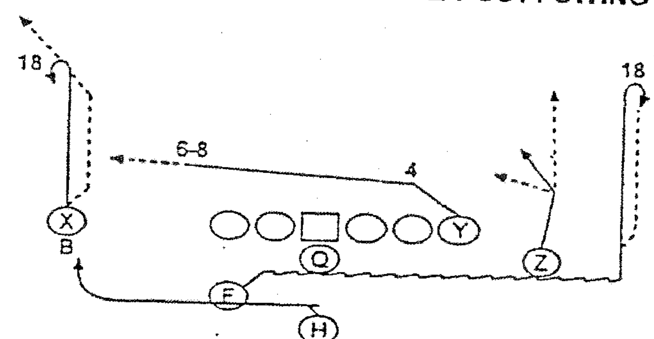
F: POST ROUTE. HOT.

H: CHECK. SWING ROUTE.

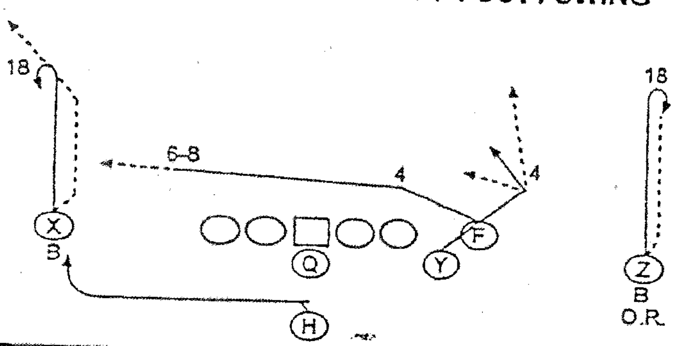
DEUCE RT JAM SCAT RT 525 H POST / SWING



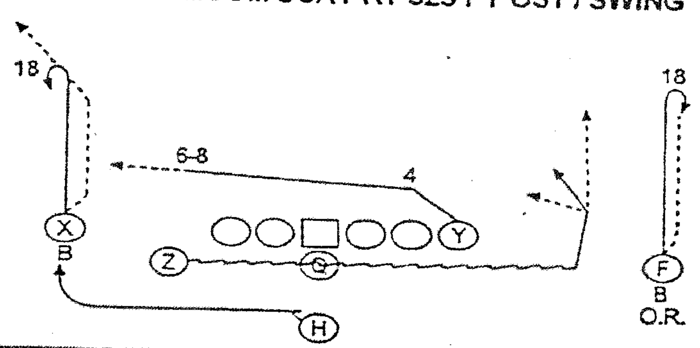
QUEEN RT BUZZ SCAT RT 525 Z POST / SWING



TRIPS RT FAY SCAT RT 525 F POST / SWING



TREY RT ZOOM SCAT RT 525 F POST / SWING



NOTES

QB: 5 STEP DROP. F - Y - X/H.

PROTECTIONS

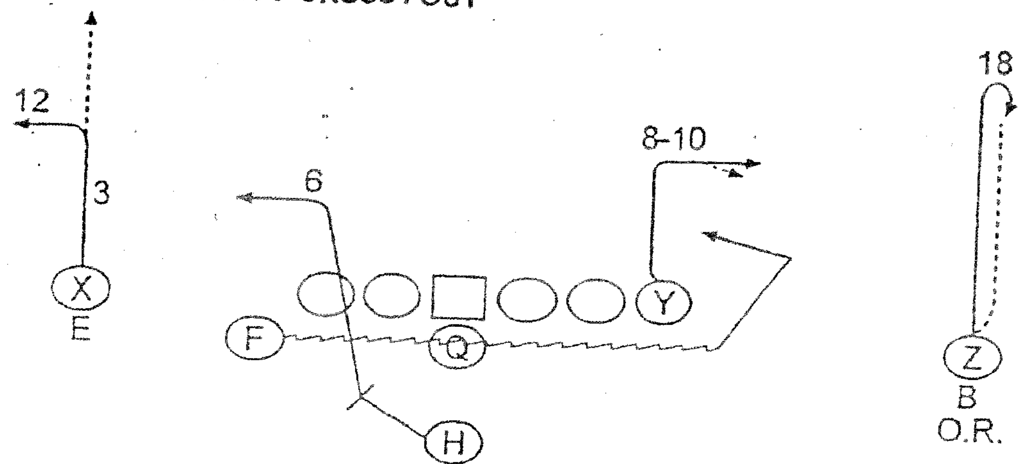
SCAT - GONE

FORMATIONS-MOVEMENTS

SPLIT - JACK - TWINS
- TWINS MOTION - DEUCE JAM

335 F CROSS / OUT

TRIPS RT MOTION SCAT RT 335 F CROSS / OUT



ASSIGNMENTS

X: 3 ROUTE.

Y: 3 ROUTE.

Z: 5 ROUTE. RUN-IT. MUST OUTSIDE RELEASE.

F: CROSS ROUTE. HOT.

H: CHECK. OUT ROUTE.

NOTES

QB: 5 STEP DROP. F - Y. X BASED ON COVERAGE.

PROTECTIONS

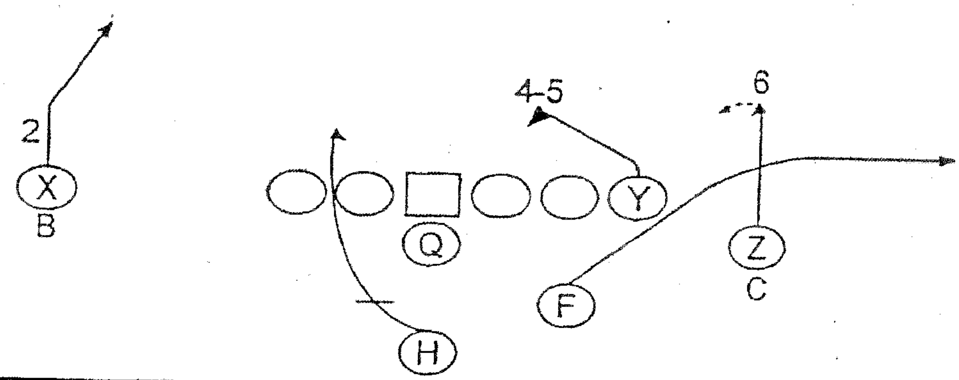
SCAT

FORMATIONS-MOVEMENT

TRIPS MOTION - SPLIT - JACK

261 F FLAT

JACK RT QUICK SCAT RT 261 F FLAT



ASSIGNMENTS

X: 2 ROUTE. SLANT.

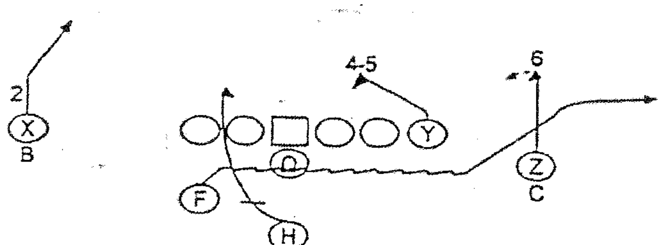
Y: QUICK 6 ROUTE.

Z: 1 ROUTE. RUN-IT.

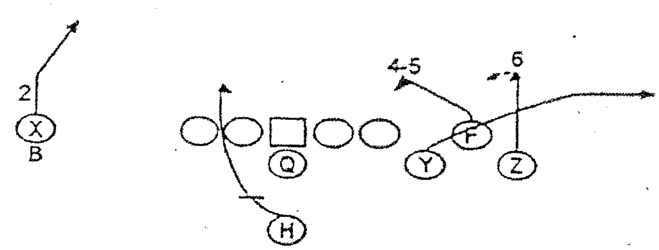
F: FLAT ROUTE. HOT.

H: CHECK. CHECK DOWN ROUTE.

QUEEN RT MOTION QUICK SCAT RT 261 F FLAT



BUNCH RT QUICK SCAT RT 261 F FLAT



NOTES

QB: 3 STEP DROP. X BASED ON COVERAGE. F - Z - Y.

PROTECTIONS

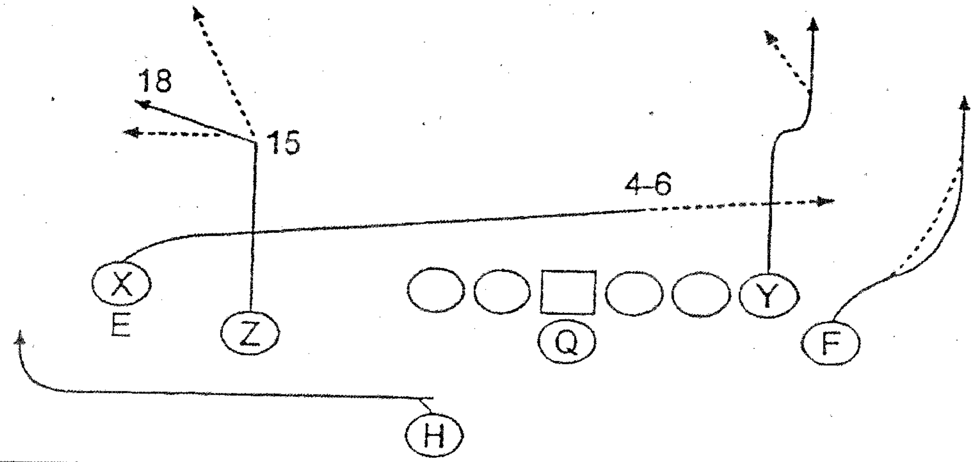
QUICK SCAT - QUICK ACE

FORMATIONS-MOVEMENTS

FLANK - JACK SLOT
- JACK SLIP

370 F SHOOT / PUMP / SWING

FLANK RT SCAT RT 370 F SHOOT / PUMP / SWING



ASSIGNMENTS

X: ZERO ROUTE.

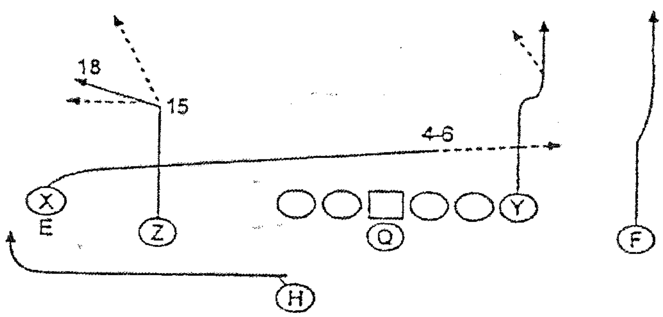
Y: 3 PUMP ROUTE. READ THE MIDDLE. HOT.

Z: 7 ROUTE.

F: SHOOT ROUTE.

H: CHECK. SWING ROUTE.

FLEX RT SCAT RT 370 F SHOOT / PUMP / SWING



NOTES

QB: 7 STEP DROP. KEY NEAREST DEEP DEFENDER. Y - F - X.

PROTECTIONS

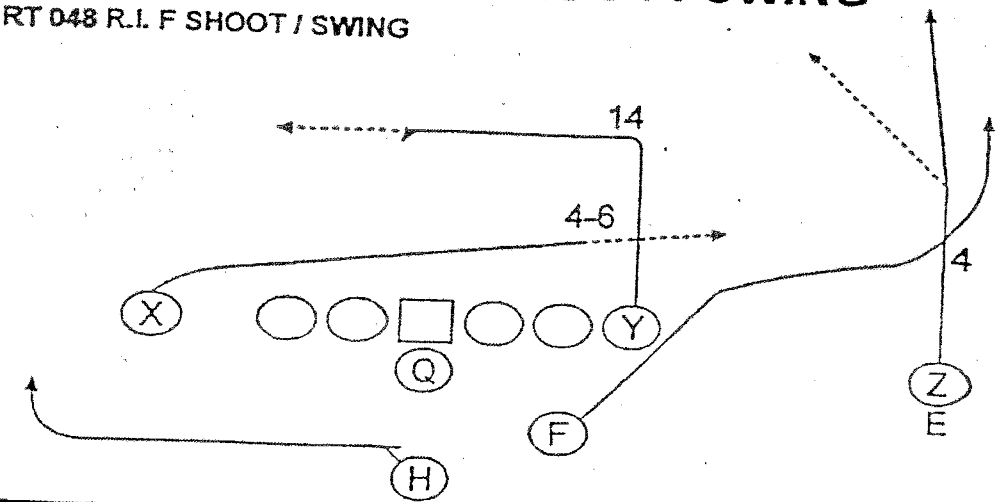
SCAT

FORMATIONS-MOVEMENTS

FLANK - FLEX

048 RUN IT F SHOOT / SWING

JACK RT SCAT RT 048 R.I. F SHOOT / SWING



ASSIGNMENTS

X: ZERO ROUTE.

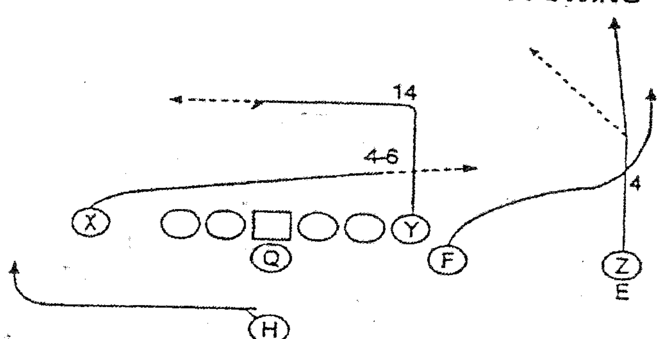
Y: 4 ROUTE.

Z: 8 RUN-IT ROUTE.

F: SHOOT ROUTE. HOT.

H: CHECK. SWING ROUTE LATE.

TRIPS RT SCAT RT 048 R.I. F SHOOT / SWING



NOTES

QB: 7 STEP DROP. FIND X. X - H vs ZONE. X - Y vs MAN. Z IF EVERYTHING IS SET.

PROTECTIONS

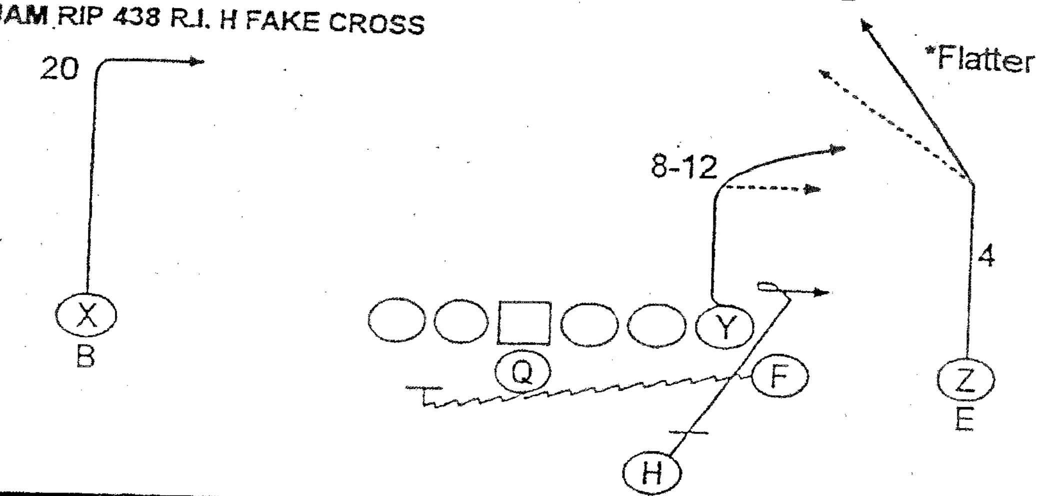
SCAT

FORMATIONS-MOVEMENTS

JACK - TRIPS

438 RUN IT H FAKE CROSS

DEUCE RT JAM RIP 438 R.I. H FAKE CROSS



ASSIGNMENTS

X: 4 ROUTE.

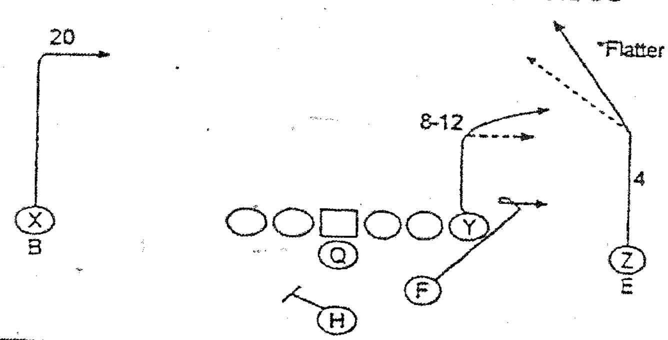
Y: 3 ROUTE. FRONT FLAG.

Z: 8 RUN-IT. NEAR UP-RIGHT.

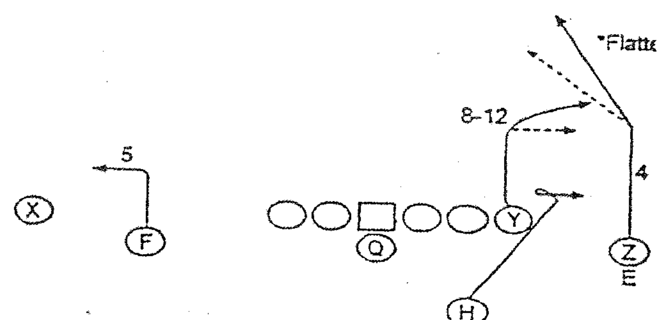
F: PROTECTION.

H: CHECK. FAKE CROSS ROUTE.

JACK RT SCAT RT 438 R.I. F FAKE CROSS



DOUBLE RT GONE RT 438 RUN IT H FAKE CROSS



NOTES

QB: RED ZONE. QUICK 7 STEP DROP.
(Z) - Y - H.

PROTECTIONS

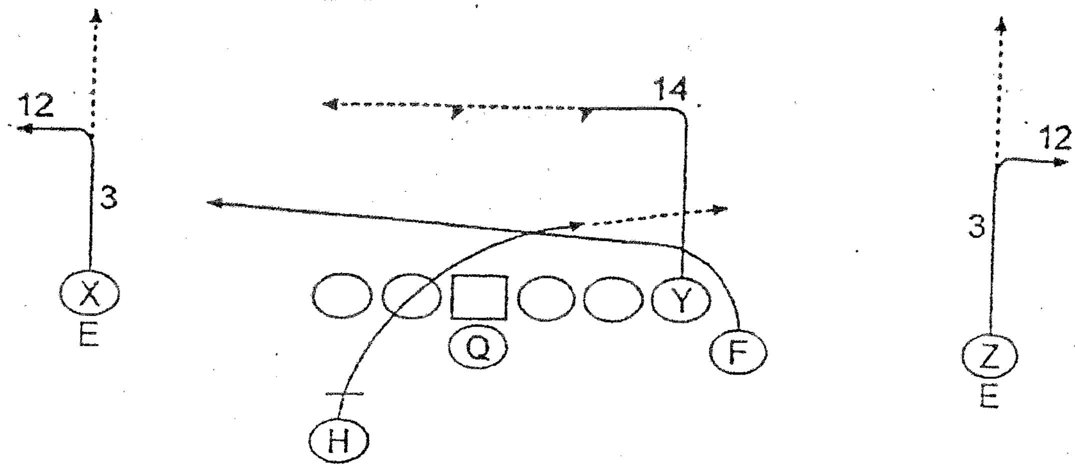
GONE - SCAT - RIP/LIZ

FORMATIONS-MOVEMENTS

DOUBLE - JACK
- DEUCE JAM

343 F DRAG / SNEAK

TRIPS RT SCAT RT 343 F DRAG / SNEAK



ASSIGNMENTS

X: 3 ROUTE.

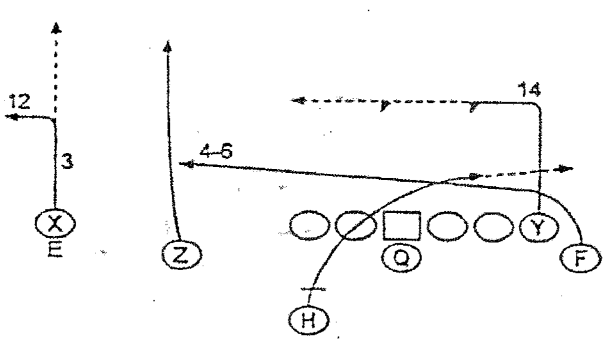
Y: 4 ROUTE.

Z: 3 ROUTE.

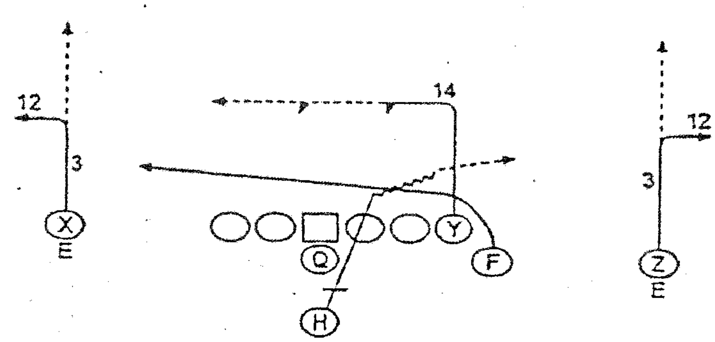
F: DRAG ROUTE. HOT.

H: CHECK. SNEAK ROUTE.

FLANK RT SCAT RT 493 F DRAG



TRIPS RT ACE RT 343 F DRAG



NOTES

QB: 5 STEP DROP OUTSIDE. 7 STEP INSIDE. X or Z BASED ON CORNERS. Y - F - H vs ZONE. F - Y - H vs MAN.

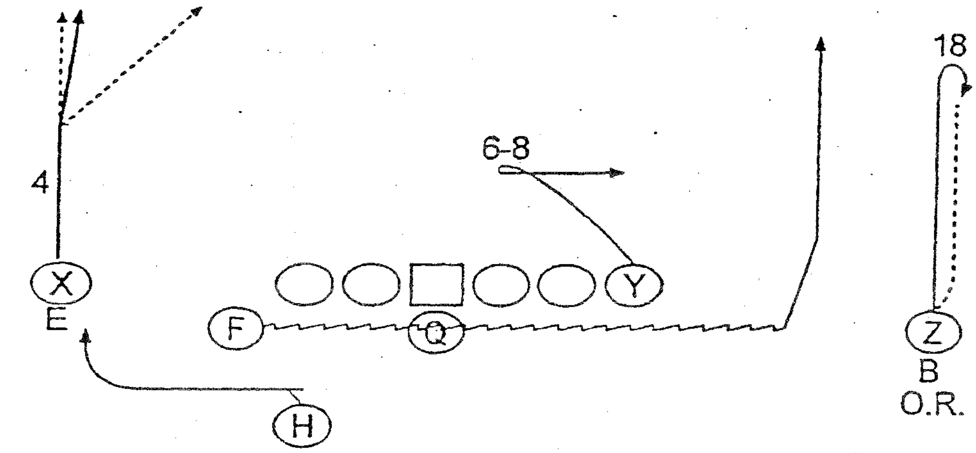
PROTECTIONS

SCAT - ACE

FORMATIONS-MOVEMENTS

FLANK - TRIPS

TWINS RT MOTION SCAT RT 835 F SEAM



ASSIGNMENTS

X: 8 ROUTE.

Y: PIVOT 3 ROUTE.

Z: 5 ROUTE. RUN-IT.

F: SEAM ROUTE.

H: CHECK. SWING ROUTE LATE.

NOTES

QB: 7 STEP DROP. X BY COVERAGE (5 STEP).
F - Z - Y vs M.F.C. F - Y vs M.F.O.

PROTECTIONS

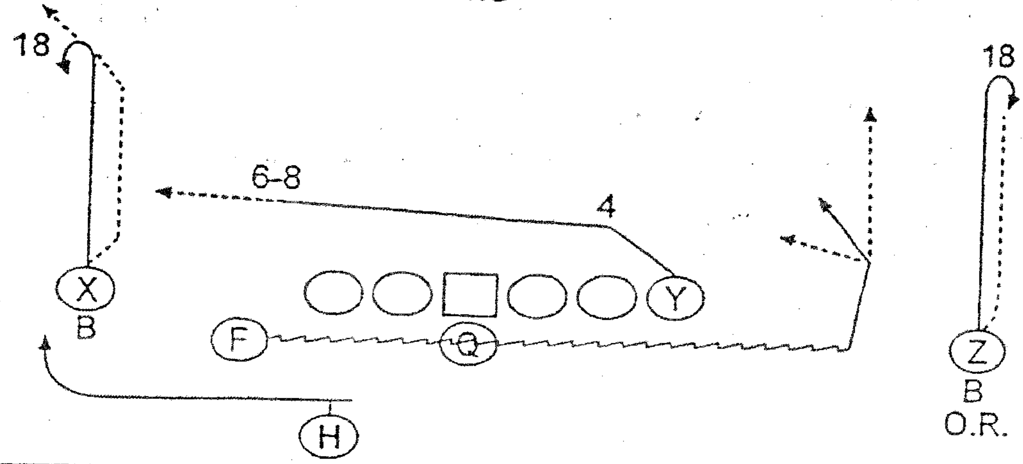
SCAT

FORMATIONS-MOVEMENT

TWINS - TWINS MOTION - TREY

525 F POST / SWING

TWINS RT MOTION SCAT RT 525 F POST / SWING



ASSIGNMENTS

X: 5 ROUTE. READ-IT.

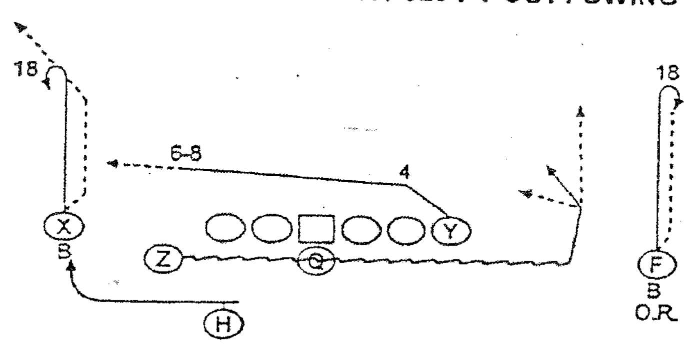
Y: 2 ROUTE. READ MAN/ZONE. HOT.

Z: 5 ROUTE. RUN-IT. MUST OUTSIDE RELEASE.

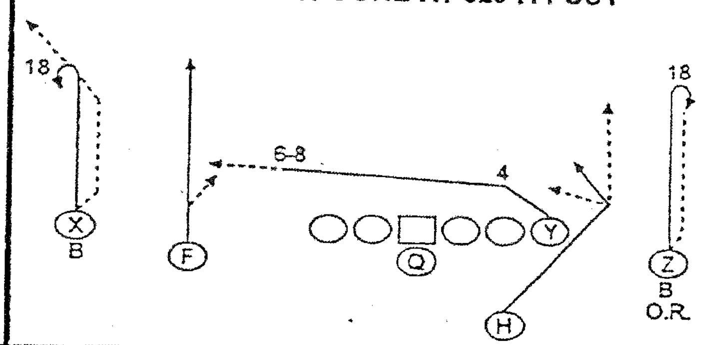
F: POST ROUTE. HOT.

H: CHECK. SWING ROUTE.

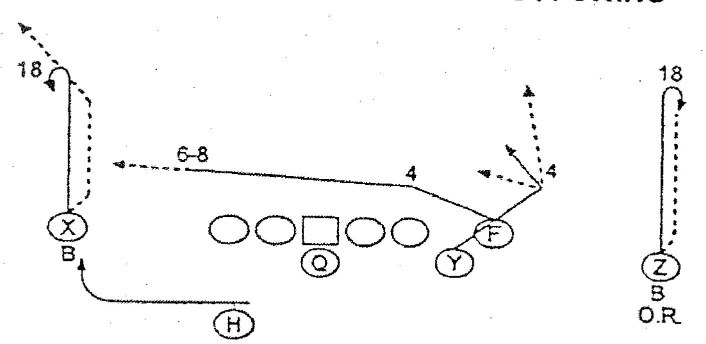
TREY RT ZOOM SCAT RT 525 F POST / SWING



DOUBLE RT GONE RT 525 H POST



TRIPS RT FAY SCAT RT 525 F POST / SWING



NOTES

QB: 5 STEP DROP. F - Y - X/H.

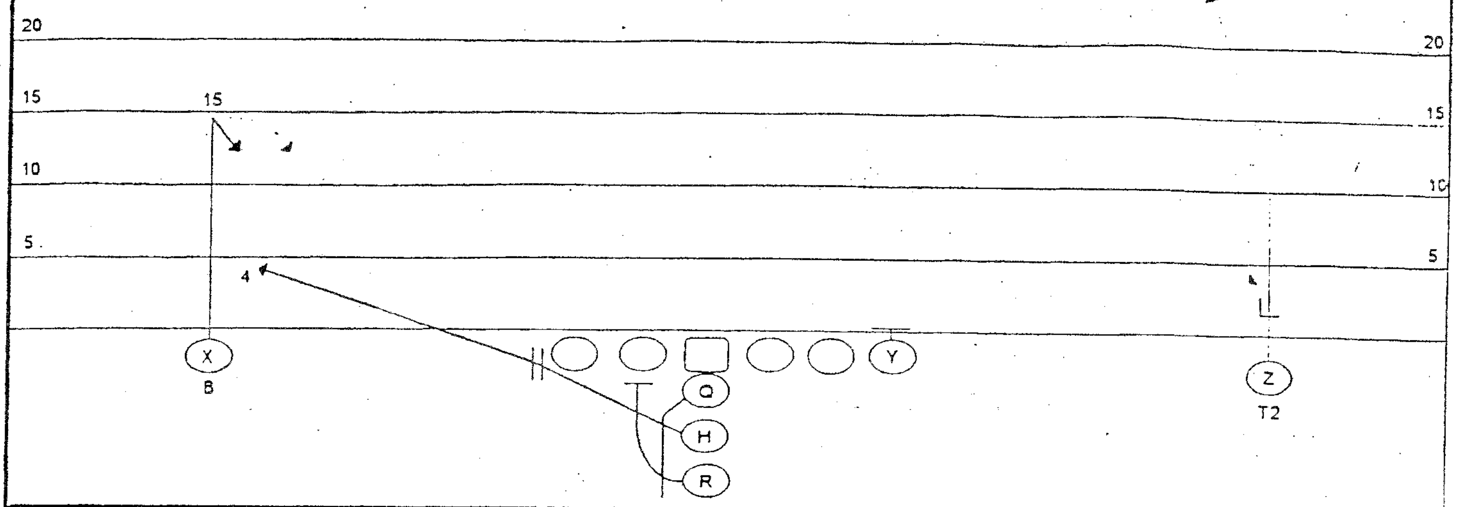
PROTECTIONS

SCAT - GONE

FORMATIONS-MOVEMENTS

SPLIT - JACK - TWINS
- TWINS MOTION - DEUCE JAM
- TREY ZOOM - TRIPS CHANGE

FIRE SLANT X- 4



ASSIGNMENTS

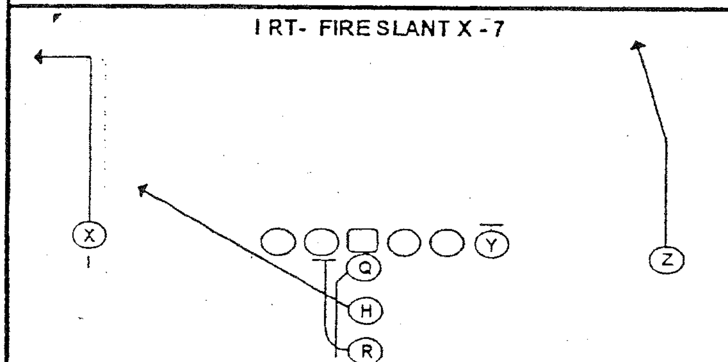
X: (#1 Weak) Run-it 15 yard 4 route.

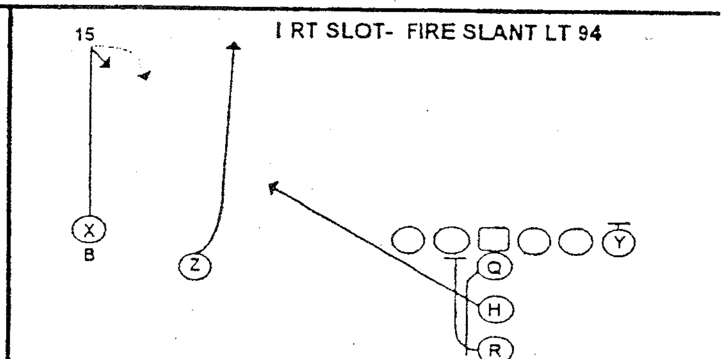
Y: Protection.

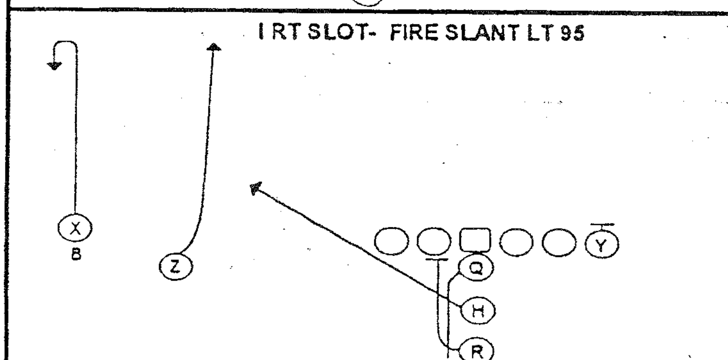
Z: (#1 Strong) Run Deep 8 route. Base alignment. Sight adjust.

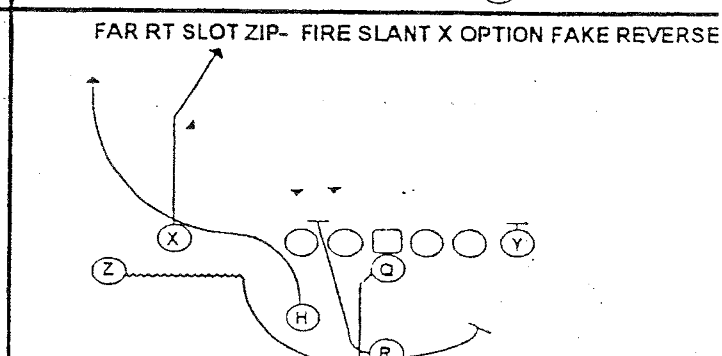
H: (#2 Weak) Hot release, run Flat.

R: Fake Slant, execute Slant protection.









QB PROGRESSION / READS

Open up and fake slant. Work up field route to H and the Check Down.

BLITZ ADJUST

W/S Blitz:
QB #2 Weak (H Hot in Flat)

Strong Dog or Blitz:
QB #1 strong

PROTECTION

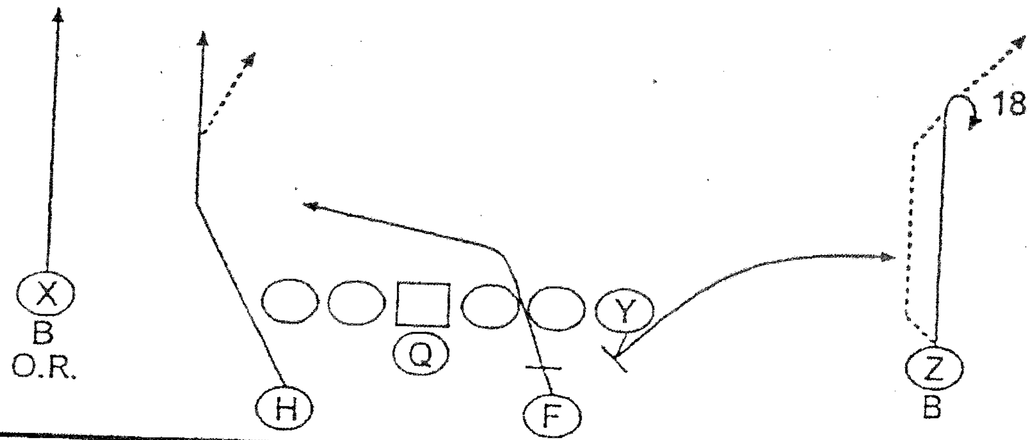
Fire Slant

FORMATION / MOVEMENT

I, Far (Zoom, Zip)
I, Far Slot (Zoom, Zip)

H SEAM / F DRAG

SPLIT RT.SLIDE RT H SEAM / F DRAG



ASSIGNMENTS

X: 9 ROUTE.

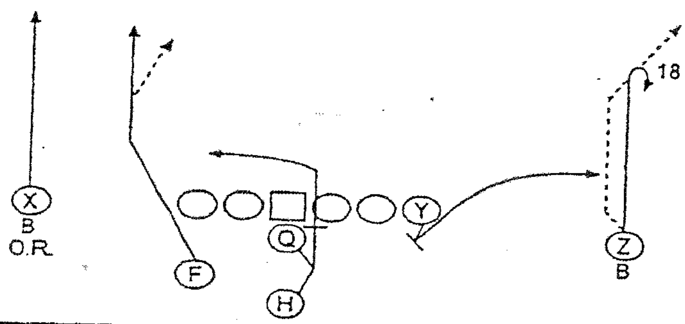
Y: CHECK. FLAT ROUTE LATE.

Z: 5 ROUTE. READ-IT.

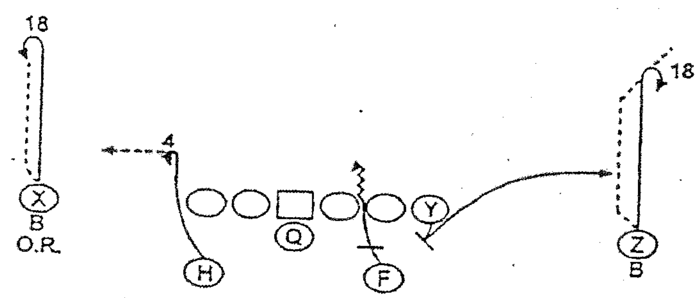
F: CHECK. DRAG ROUTE.

H: SEAM ROUTE.

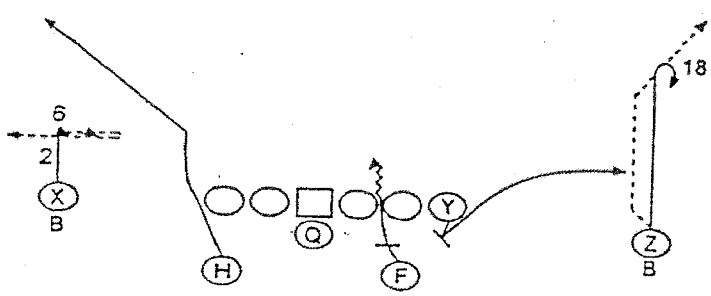
QUEEN RT "R" SLIDE RT H SEAM / F DRAG



SPLIT RT SLIDE RT H OPTION 5



SPLIT RT SLIDE RT H CORNER



NOTES

QB: 7 STEP DROP. H - F. Z BASED ON COVERAGE.

PROTECTIONS

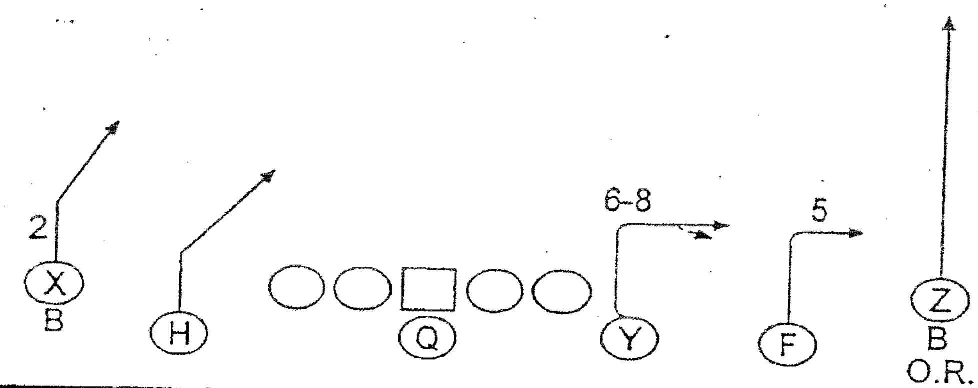
SLIDE

FORMATIONS-MOVEMENTS

SPLIT - QUEEN

DOUBLE OUT

TRAILER RT GONE RT DOUBLE OUT



ASSIGNMENTS

X: 2 ROUTE.

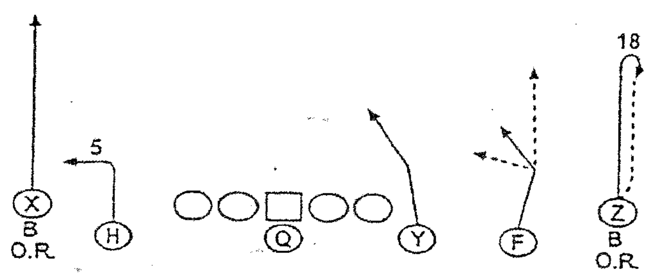
Y: 3 ROUTE.

Z: 9 ROUTE.

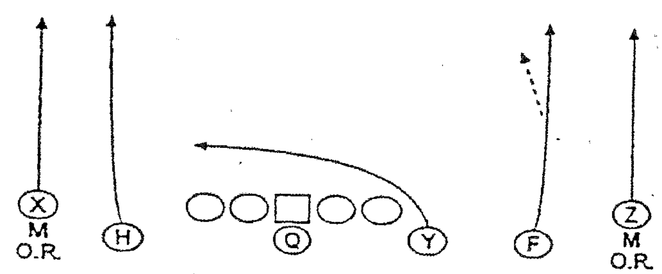
F: 6 YARD OUT.

H: 2 ROUTE / POST.

TRAILER RT GONE RT DOUBLE POST



TRAILER RT GONE RT 99 Y CROSS



NOTES

QB: 5 STEP DROP. GO WEAK vs STRONG CLOUD.
H - X. F - Y - H vs STRONG.

PROTECTIONS

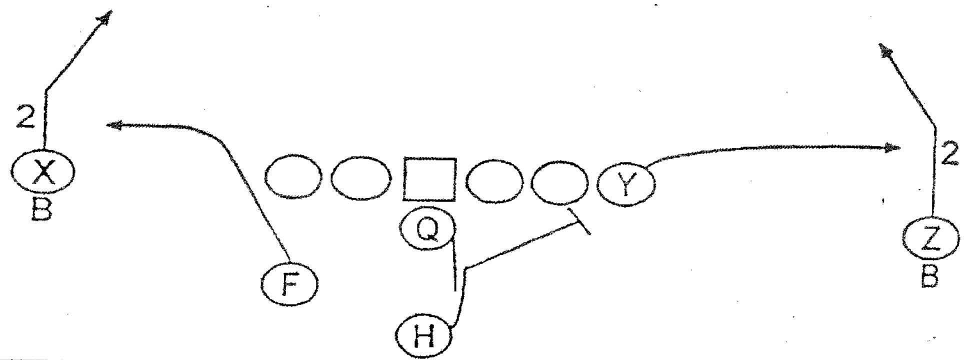
GONE

FORMATIONS-MOVEMENTS

TRAILER

FIRE PASS

QUEEN RT FIRE PASS RT 212 F FLAT



ASSIGNMENTS

X: 2 ROUTE.

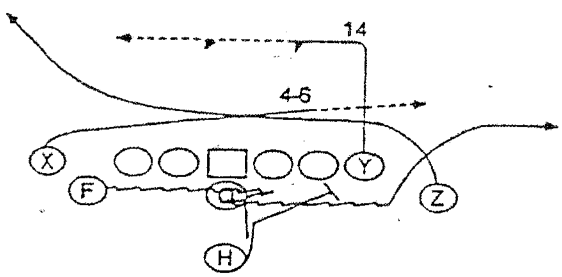
Y: TEEN ROUTE.

Z: 2 ROUTE.

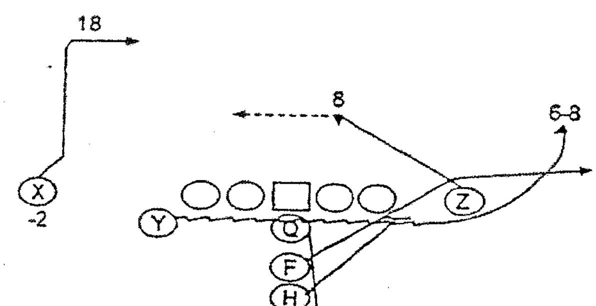
F: FLAT ROUTE.

H: FAKE. PROTECTION.

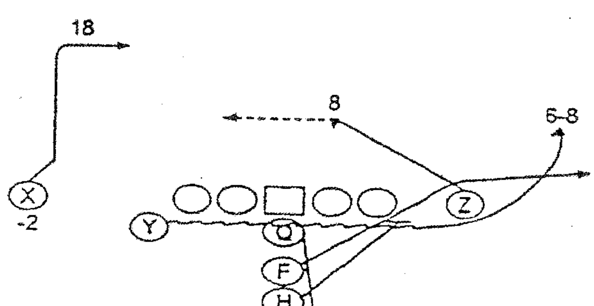
TRIPS RT MISSLE FIRE PASS RT 042 F FLAT



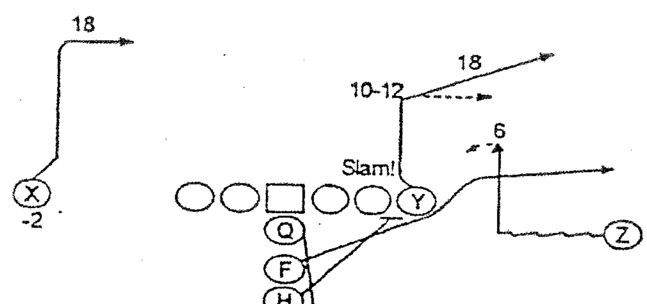
I RT FLING FIRE PASS RT 56 F FLAT



I RT FLING FIRE PASS RT 56 F FLAT



I RT ZIP FIRE PASS RT 71 F FLAT



NOTES

QB: 3 STEP DROP. Z - Y or X - F.

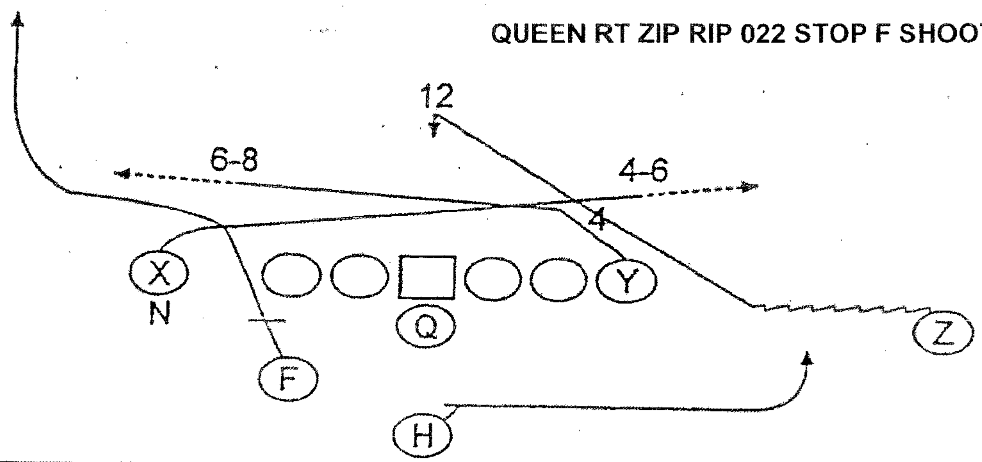
PROTECTIONS

FIRE PASS

FORMATIONS-MOVEMENTS

QUEEN - TRIPS MISSLE
- I FLING - I ZIP

QUEEN RT ZIP RIP 022 STOP F SHOOT/SWING



ASSIGNMENTS

X: ZERO ROUTE. SIT DOWN vs ZONE. RUN THRU vs MAN.

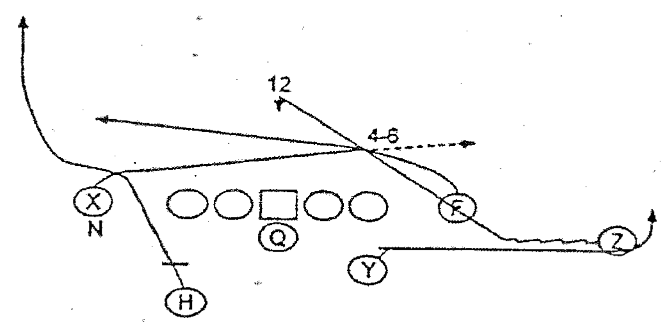
Y: 2 ROUTE. CONTINUE THRU vs ALL COVERAGES.

Z: 2 STOP ROUTE. STOP OVER THE BALL, POP BACK TO QB.

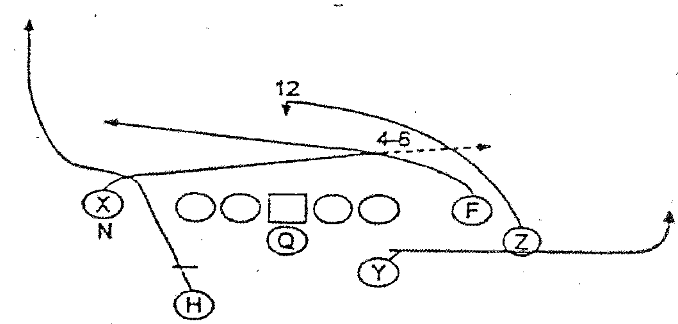
F: CHECK SHOOT ROUTE.

H: CHECK SWING ROUTE.

BUNCH RT ZIP BRONCO LT 022 STOP H SHOOT / SWING



BUNCH RT BRONCO LT 022 STOP H SHOOT / SWING



NOTES

QB: 7 STEP DROP. Z - X - Y.

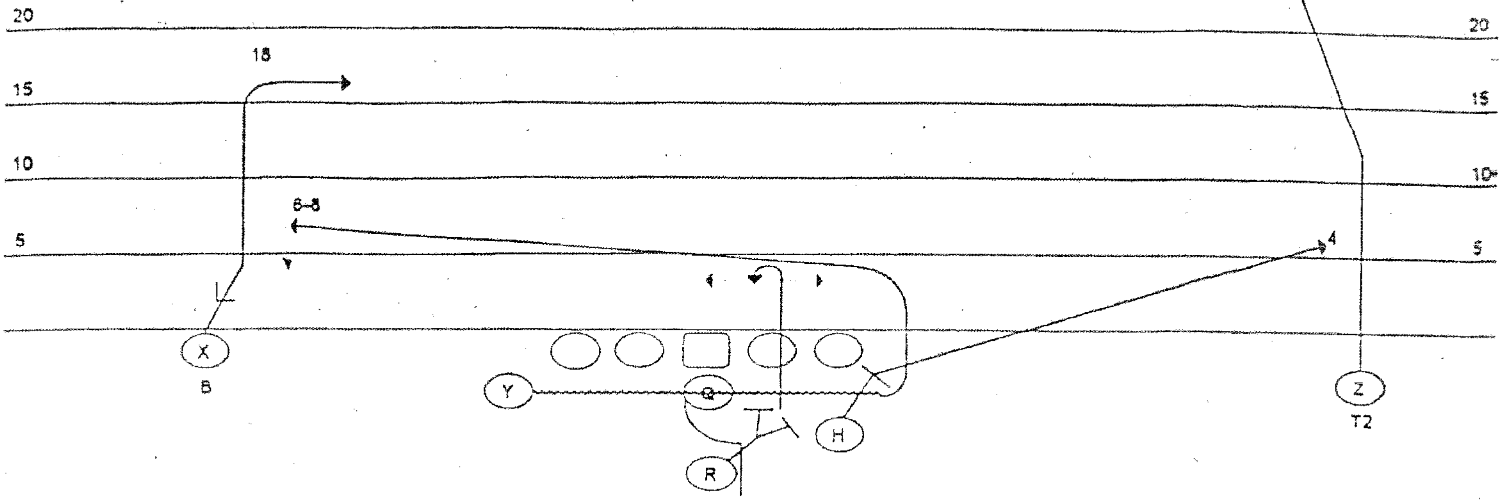
PROTECTIONS

RIP/LIZ - BRONCO

FORMATIONS-MOVEMENTS

BUNCH ZIP
QUEEN ZIP

NEAR RT FLY K LEE 628



ASSIGNMENTS

X: (#1 Weak) Run Angle 6 at 18 yards. Base alignment. Sight adjust.

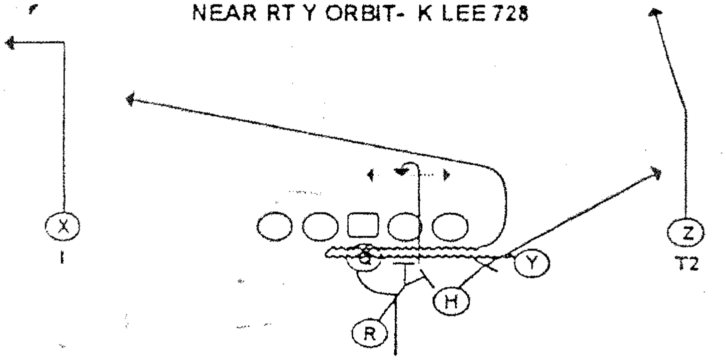
Y: (#2 Strong) Run 2 route 6-8 yards deep.

Z: (#1 Strong) Run Deep 8 route. Tight 2 alignment. No conversion.

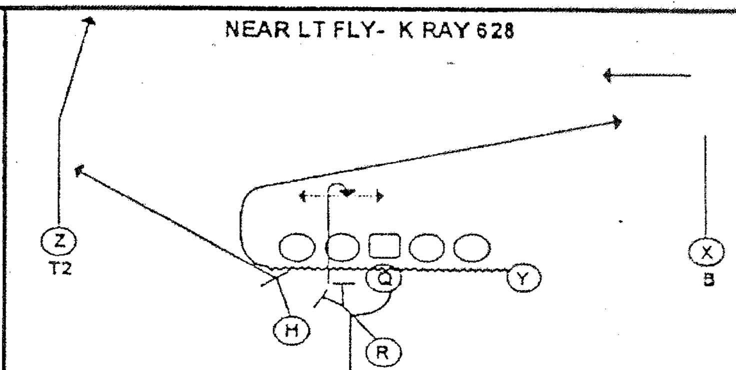
H: (#3 Strong) Check K - Lee protection, run Flat.

R: Fake Delta, block K - Lee protection, run Check Down. Break away from leverage when QB's eyes meets yours.

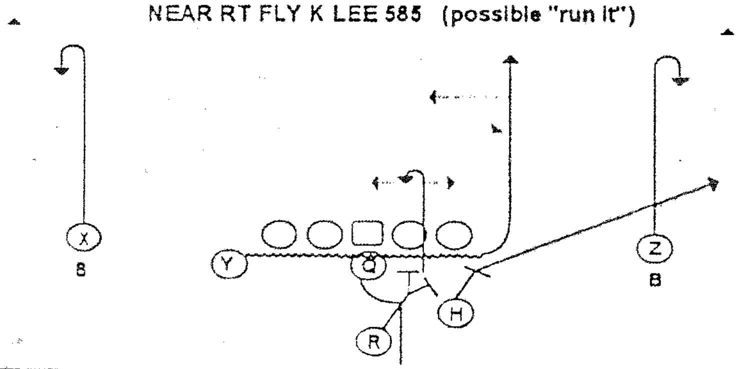
NEAR RT Y ORBIT- K LEE 728



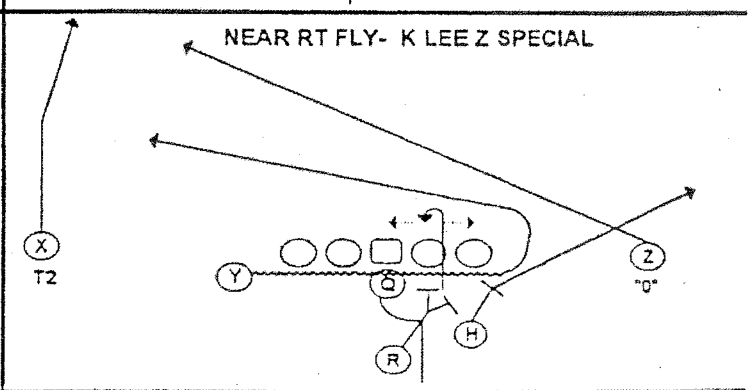
NEAR LT FLY- K RAY 628



NEAR RT FLY K LEE 585 (possible "run it")



NEAR RT FLY- K LEE Z SPECIAL



QB PROGRESSION / READS

Reverse pivot, execute fake. Set up behind the playside guard. MFC: Deep 8 to 6 to 2 to Leak routes. MFO: 6 route to 2 to Leak. Alert 2 route vs M/M.

BLITZ ADJUST

W/S Blitz:
QB #1 Weak

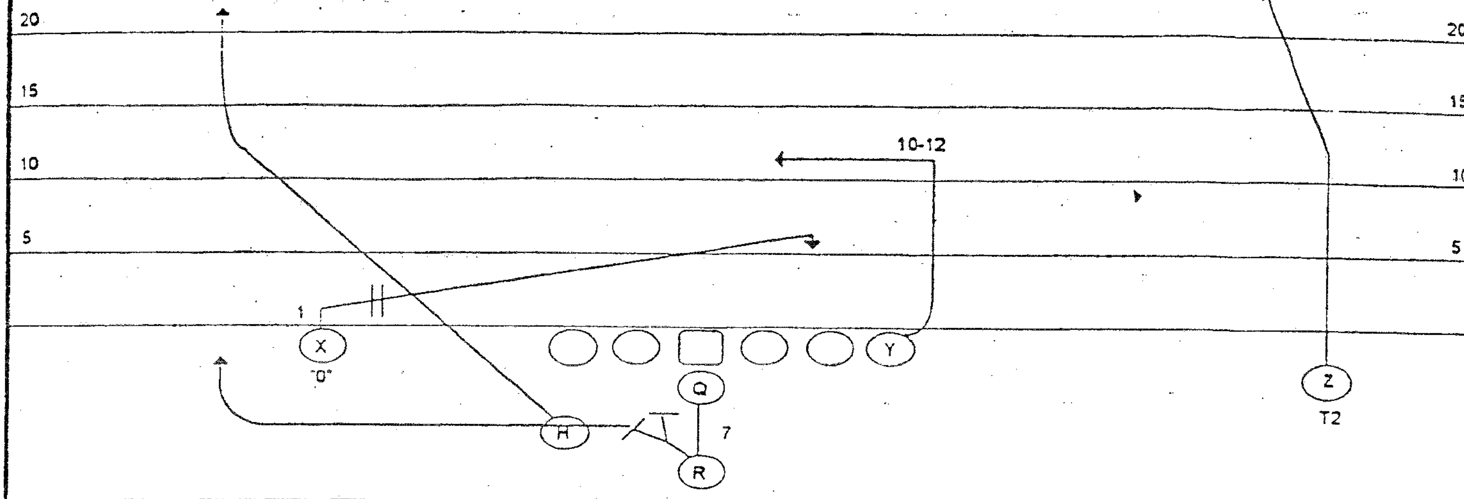
Strong Dog or Blitz:
Picked up -- (Alert audible)

PROTECTION

K Lee/ Ray

FORMATION / MOVEMENT

FAR RT- RAY 068 SHOOT/ SWING



ASSIGNMENTS

X: (#1 Weak) Run 0 route. Alert sight adjust.

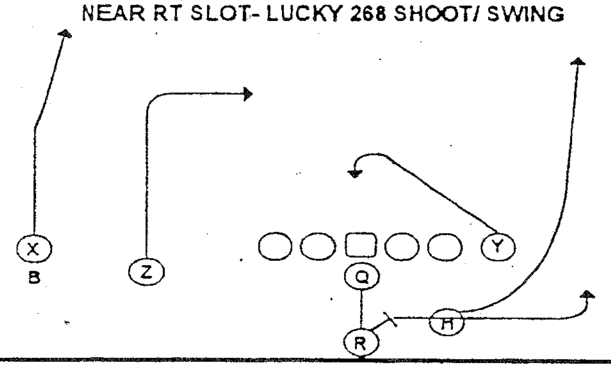
Y: (#2 Strong) Run 6 route at 10-12 yards deep.

Z: (#1 Strong) Run Deep 8 at 15 yards.

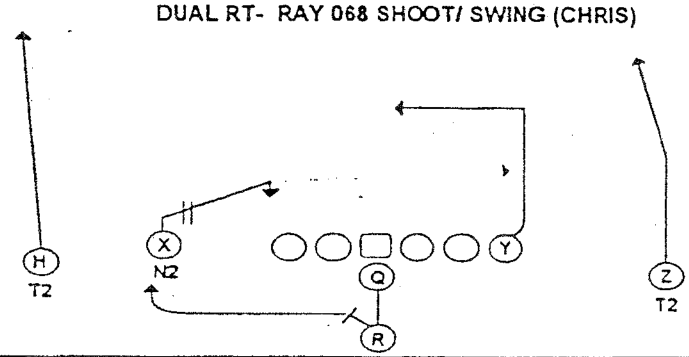
H: (#2 Weak) Run Tight Shoot route.

R: (#3 Strong) Check protection assignment, run swing.

NEAR RT SLOT- LUCKY 268 SHOOT/ SWING



DUAL RT- RAY 068 SHOOT/ SWING (CHRIS)



QB PROGRESSION / READS

7 step drop. Glance deep and then work up and the 0 and the 6 routes to the CB M/M vs the Shoote route.

BLITZ ADJUST

W/S:
H should pick-up or hot to X

Strong Dog or Blitz:
Y should block SS

PROTECTION

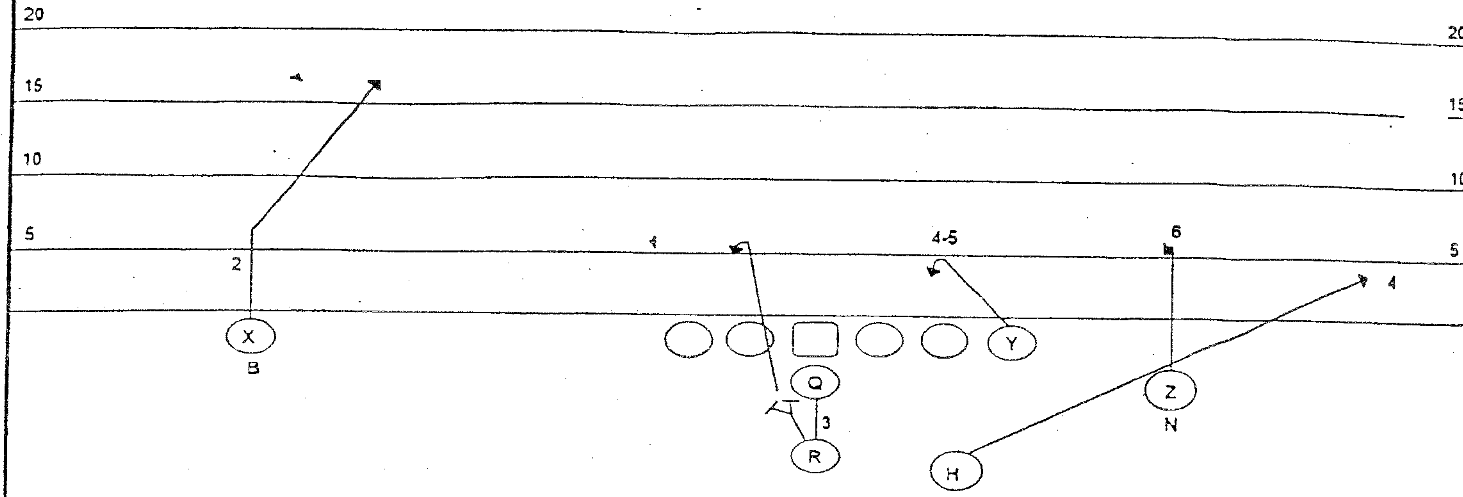
Lou/ Ron
Lucky/ Ricky

FORMATION / MOVEMENT

ROK/ LUG 844 H FLAT

"HANK"

NEAR RT- ROK 844 H FLAT



ASSIGNMENTS

X: (#1 Weak) Run Quick 8 route. Align in Base. Get inside of press.

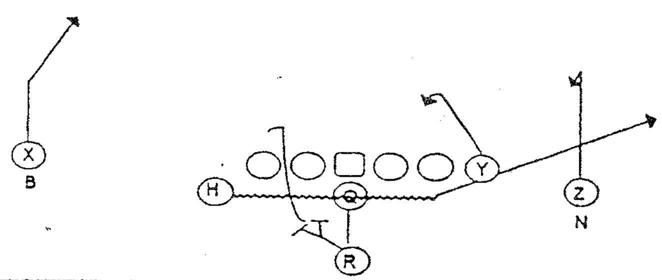
Y: (#2 Strong) Run Quick 4 route 4-5 yards deep. Best release.

Z: (#1 Strong) Run Quick 4 route 6 yards deep. No conversion. Align in a Nasty split.

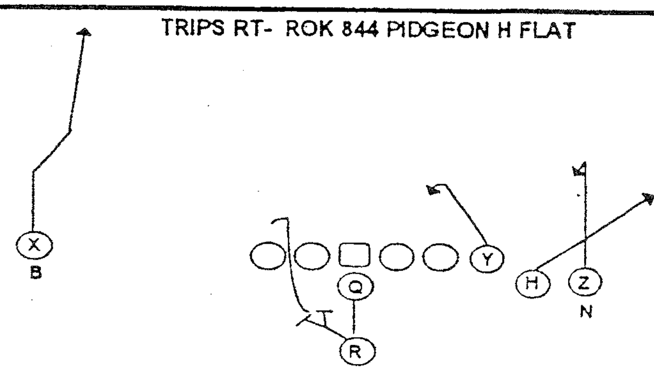
H: (#3 Strong) Run Quick Flat. Hot release.

R: Block slide protection and check down Leak.

DOC RT MOTION- ROK 844 H FLAT



TRIPS RT- ROK 844 PIDGEON H FLAT



QB PROGRESSION / READS

Quick 3 or 5 step drop. If Y is 1/1, take him to the Check Down. If working strong, go H-Z-Y.

BLITZ ADJUST

Built in

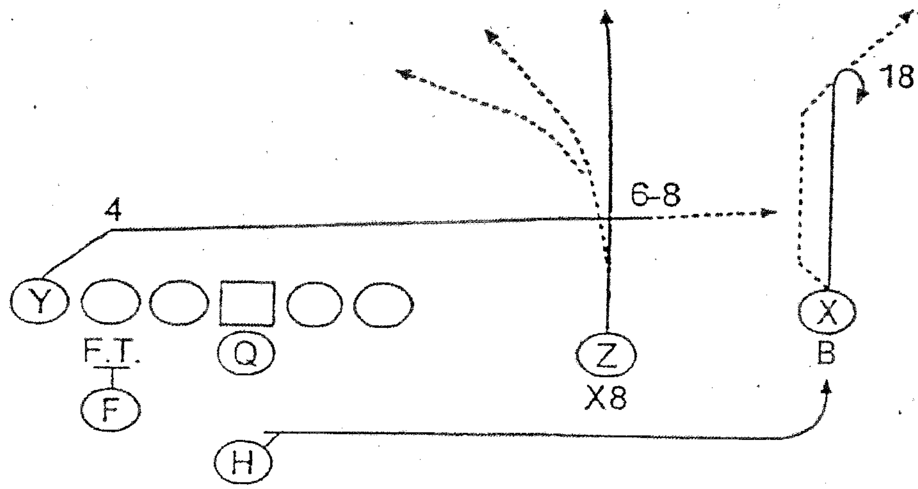
PROTECTION

Rok/ Lug

FORMATION / MOVEMENT

085 & 087

JACK LT SLOT RIP 085



ASSIGNMENTS

X: 5 ROUTE. READ IT.

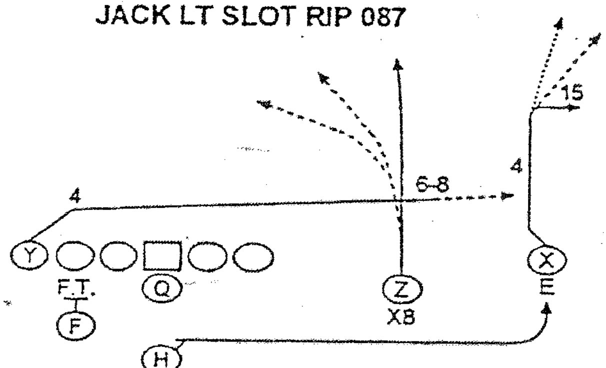
Y: ZERO ROUTE. READ MAN/ZONE. 2 ROUTE PRINCIPLES.

Z: CROSSING 8 ROUTE.

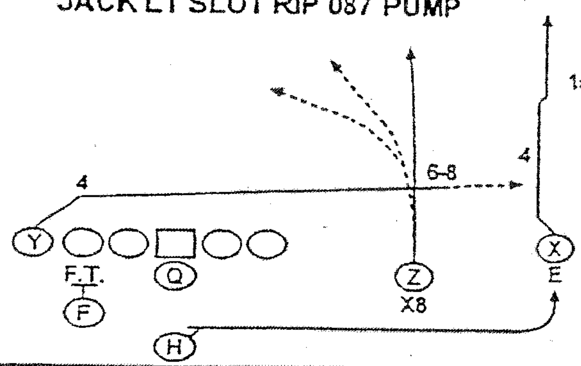
F: PROTECTION.

H: CHECK. SWING ROUTE.

JACK LT SLOT RIP 087



JACK LT SLOT RIP 087 PUMP



NOTES

QB: 7 STEP DROP. X - H - Y. Z vs PRESS MAN.

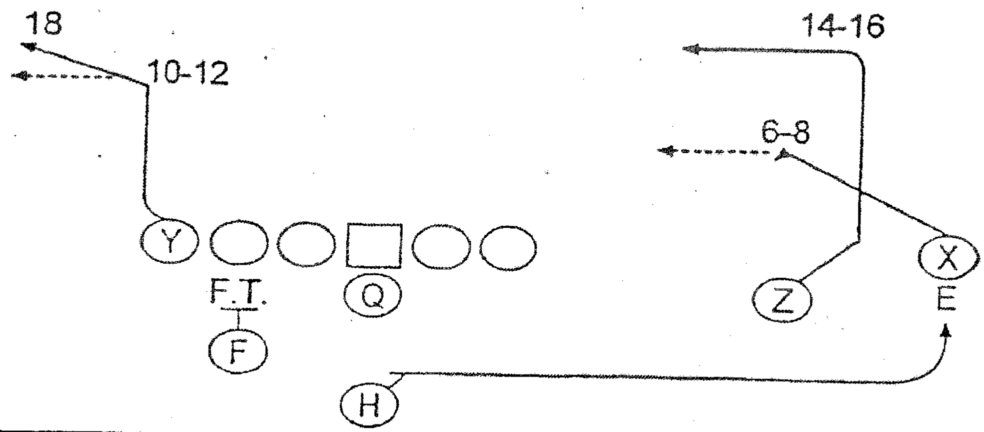
PROTECTIONS

RIP/LIZ

FORMATIONS-MOVEMENTS

JACK SLOT - I SLOT

JACK LT SLOT RIP 741



ASSIGNMENTS

X: 1 ROUTE. HOOK 2 YDS FROM HASH, 6-8 YDS DEEP. RUN AWAY vs PRESS MAN.

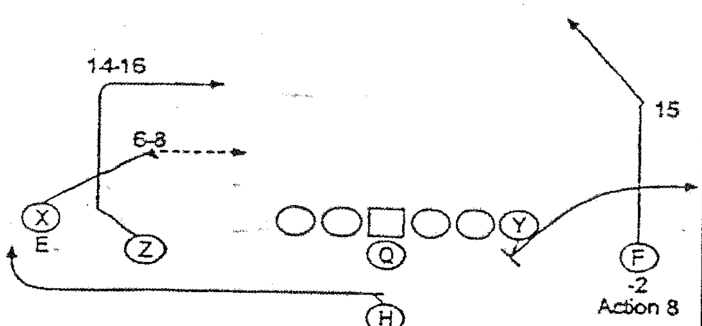
Y: 7 ROUTE.

Z: OUTSIDE RELEASE SEAM 4 ROUTE.

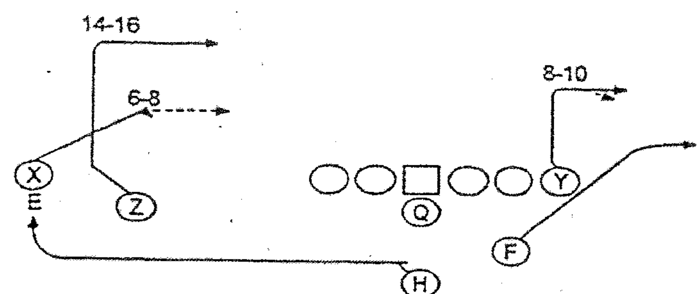
F: PROTECTION.

H: CHECK. SWING ROUTE.

FLEX RT LIZ 841



JACK RT SLOT SCAT RT 341 F FLAT



NOTES

QB: 7 STEP DROP. (X) - Z - H.

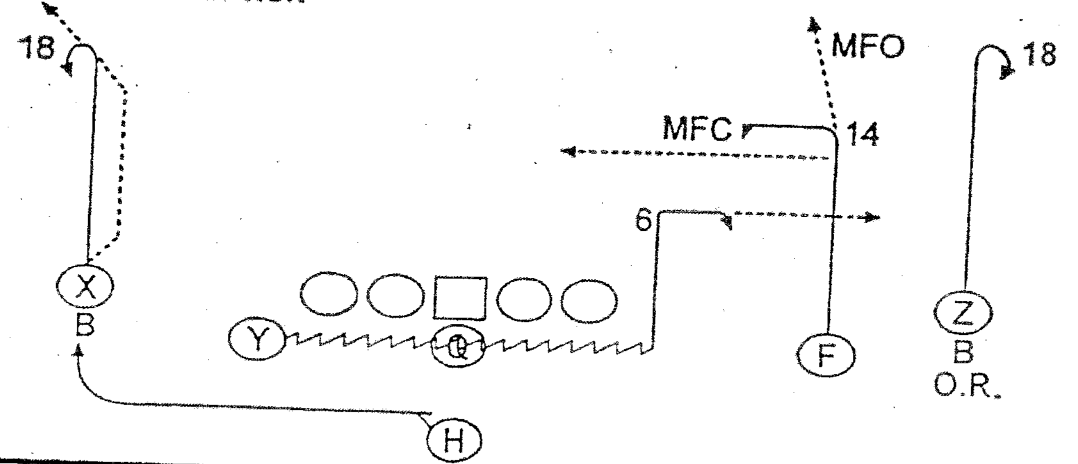
PROTECTIONS

RIP/LIZ - SCAT

FORMATIONS-MOVEMENTS

JACK SLOT - FLEX

TWINS RT FLY SCAT RT Y OPTION



ASSIGNMENTS

X: 5 ROUTE. READ-IT.

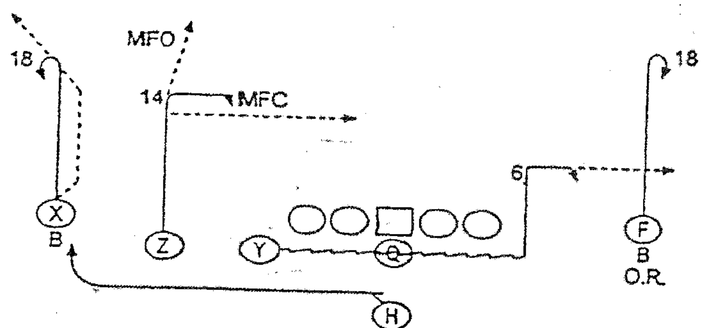
Y: OPTION ROUTE.

Z: 5 ROUTE. MUST OUTSIDE RELEASE.

F: 8 ROUTE.

H: CHECK. SWING ROUTE.

FLEX RT FLY SCAT RT Y OPTION



NOTES

QB: 5 STEP DROP. Y - F vs M.F.O. Y - Z vs M.F.C.

PROTECTIONS

SCAT - LOU/RAY

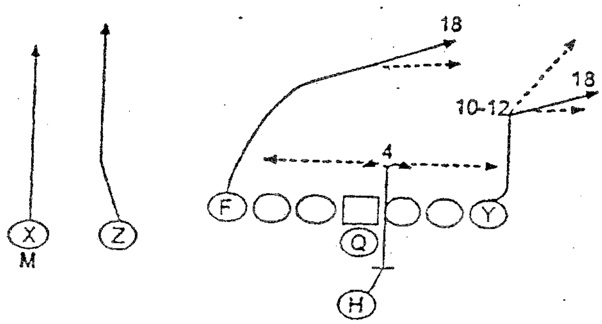
FORMATIONS-MOVEMENTS

FLEX - FLEX FLY - TWINS - TWINS FLY

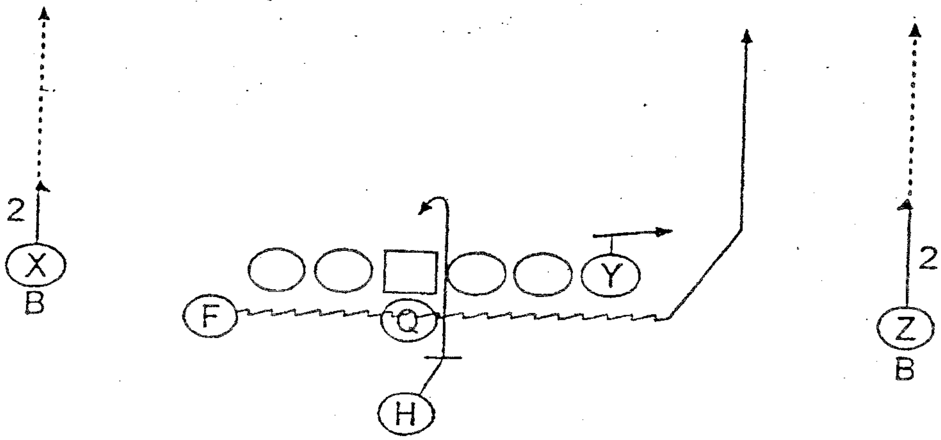
99 H BALLOON CONT.

#1

TWINS RT ACE RT 799 H BALLOON



TRIPS RT MOTION QUICK SLIDE 191



ASSIGNMENTS

X: 1 ROUTE.

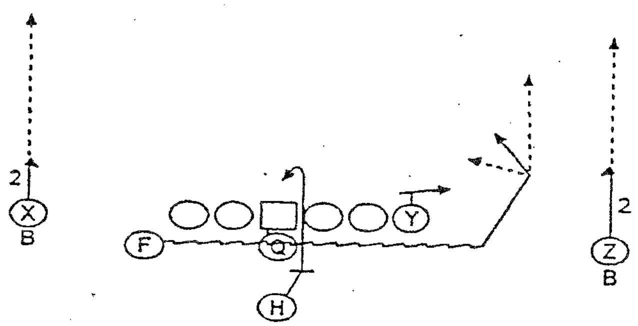
Y: PROTECTION. FLAT ROUTE LATE.

Z: 1 ROUTE.

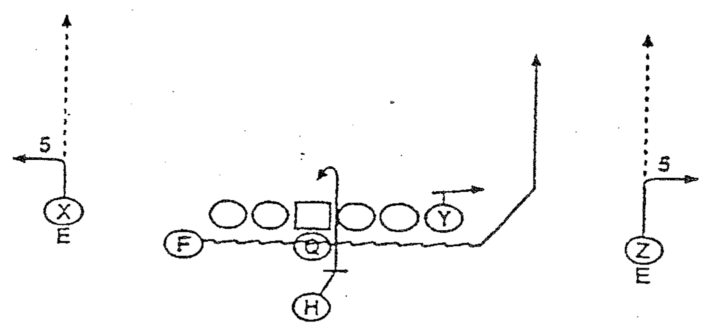
F: SEAM ROUTE.

H: CHECK. CHECK DOWN.

TWINS RT MOTION QUICK SLIDE 101 F POST



TRIPS RT MOTION QUICK SLIDE 393



NOTES

QB: 3 STEP DROP. CHOICE of X or Z.
PUMP F to Z vs 2 DEEP.

PROTECTIONS

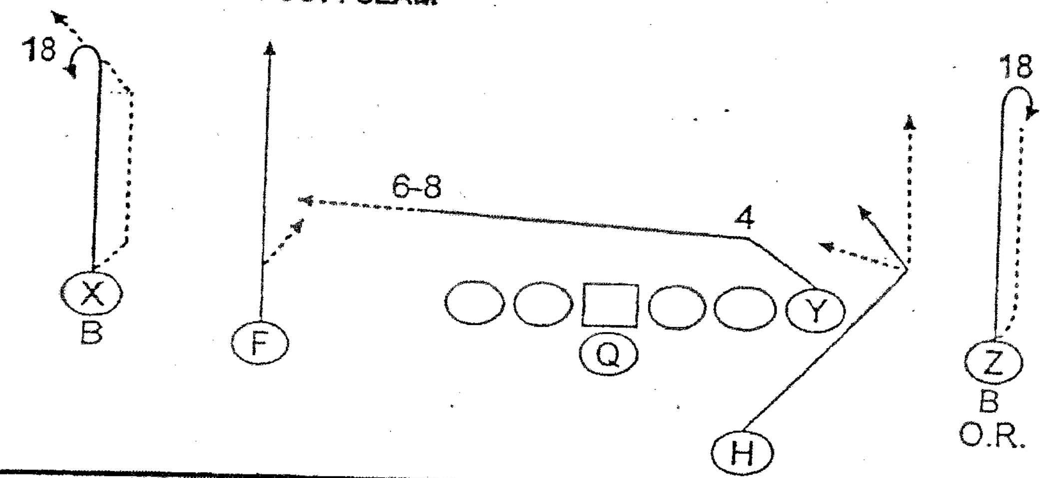
QUICK SLIDE

FORMATIONS-MOVEMENTS

TRIPS MOTION
TWINS MOTION

525 H POST / SEAM

DOUBLE RT GONE RT 525 H POST / SEAM



ASSIGNMENTS

X: 5 ROUTE.

Y: 2 ROUTE.

Z: 5 ROUTE.

F: SEAM ROUTE. INSIDE 9 ROUTE.

H: POST ROUTE.

NOTES

QB: 5 STEP DROP. H - Y - X.

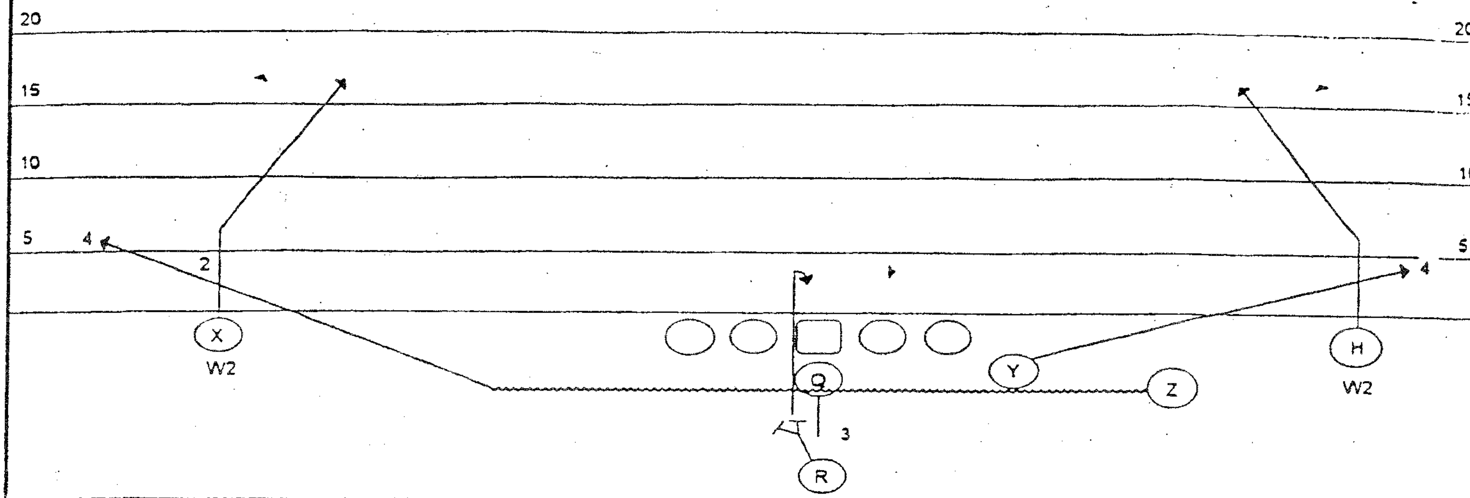
PROTECTIONS

GONE

FORMATIONS-MOVEMENTS

DOUBLE

FLEX RT ZOOM- LUG 818 H FLAT



ASSIGNMENTS

X: (#1 Weak) Run Quick 8 route. Align in a Wide 2. Get inside of press.

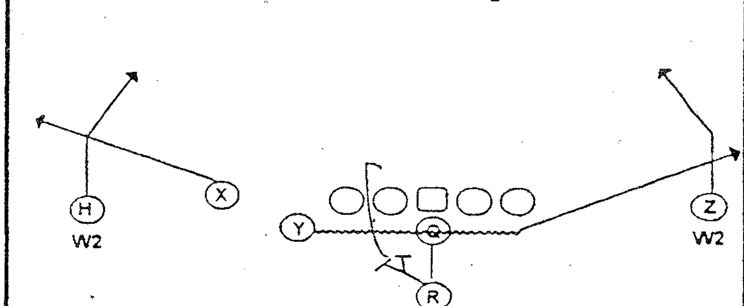
Y: (#2 Strong) Run Quick 1 route 4 yards deep. Outside release.

Z: (#2 Weak) Run Quick Inside 1 route 4 yards deep.

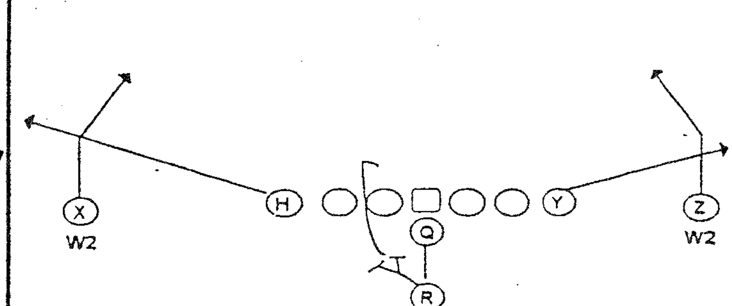
H: (#1 Strong) Run Quick 8 route. Align in Base and get inside of press.

R: Block slide protection and check down to the Numbers.

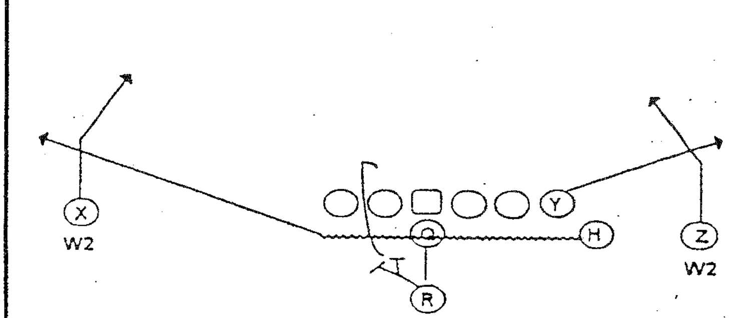
DUAL RT FLY- LUG 818 H FLAT



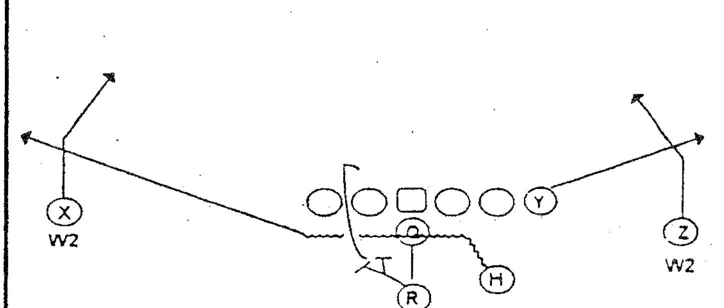
DEUCE RT- LUG 818 H FLAT



TRIPS RT WHIZ- LUG 818 H FLAT



STRONG RT WHIZ- LUG 818 H FLAT



QB PROGRESSION / READS

3 step drop. Hit and hang on the back leg working the Flat to the Slant to R on the Hook - no run away. Make a quick decision working away from the Curl defender or Corner Roll.

BLITZ ADJUST

W/S:
Built in (Beat w/ ball)

Strong Dog or Blitz:
Built in (Beat w/ ball)

PROTECTION

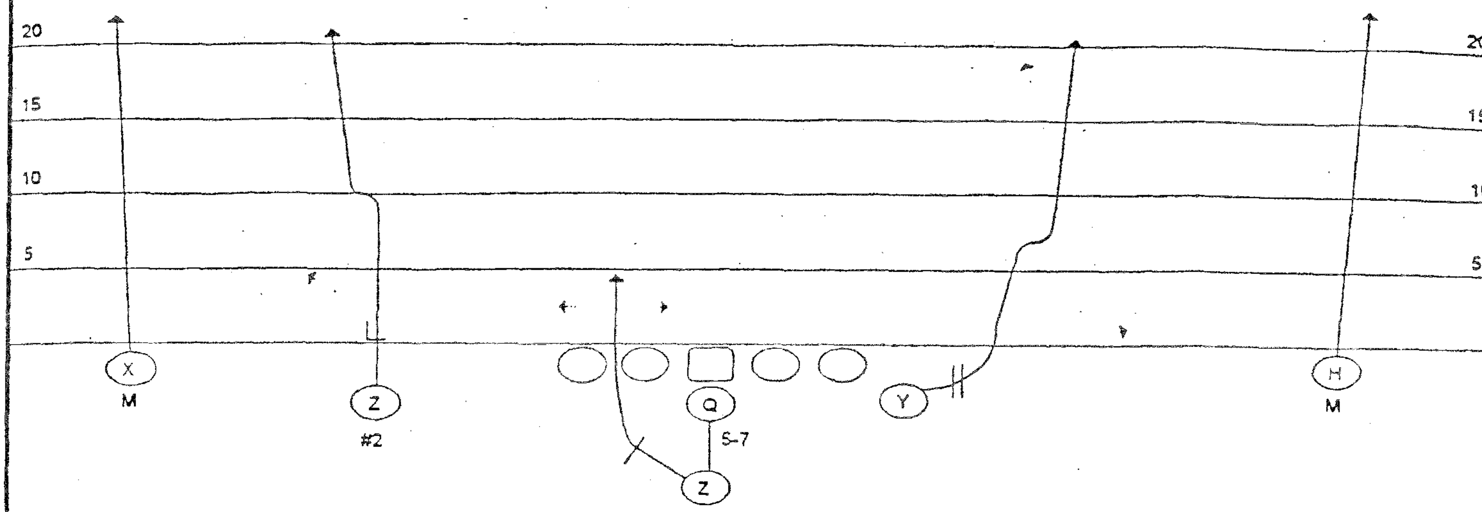
Rok/ Lug
Quick

FORMATION / MOVEMENT

Flex Z Orbit
Dual X Orbit
Flex Fly
Doc Orbit

SCAT DOUBLE PUMP

FLEX RT- SCAT RT DOUBLE PUMP



ASSIGNMENTS

X: (#1 Weak) Run 9 route. Max alignment.

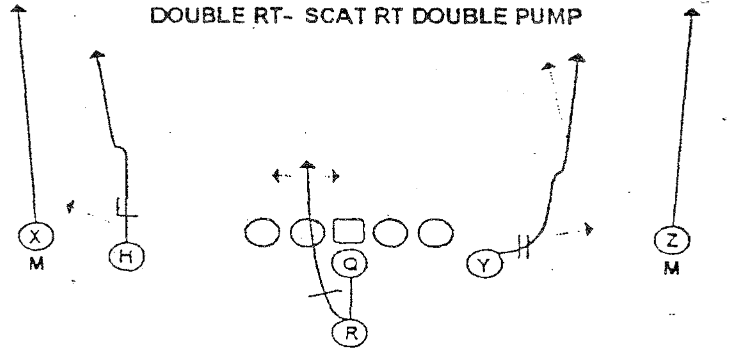
Y: (#2 Strong) Hot release. Run Pump route. MFO - bend, MFC pump to the Numbers.

Z: (#2 Weak) Pump and work to the Numbers. YOU CANNOT BEND. Sight adjust.

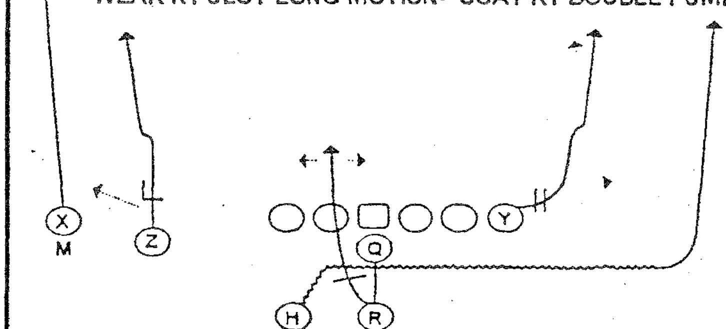
H: (#1 Strong) Run 9 route. Use Max alignment.or press.

R: (#3 Weak) Check protection assignment. Run Check Down route. Vs M/M ,run away from leverage.

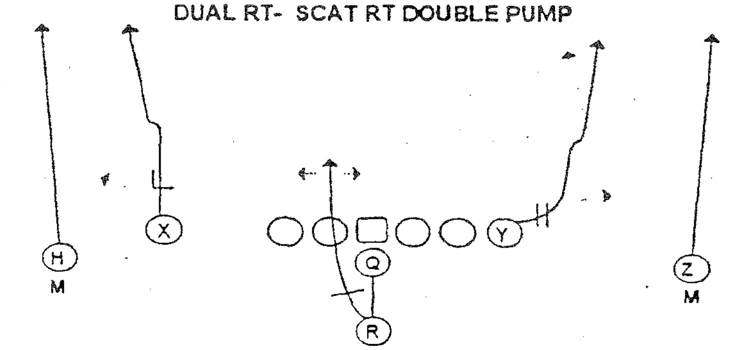
DOUBLE RT- SCAT RT DOUBLE PUMP



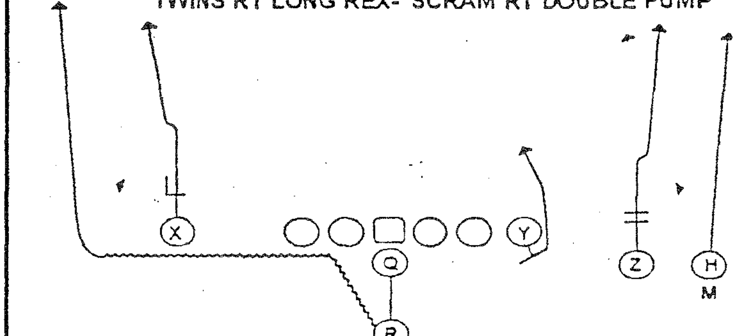
WEAK RT SLOT LONG MOTION- SCAT RT DOUBLE PUMP



DUAL RT- SCAT RT DOUBLE PUMP



TWINS RT LONG REX- SCRAM RT DOUBLE PUMP



QB PROGRESSION / READS

Call side progression. 5-7 step drop. MFO- work deep to short (Bend - Fade - Check Down) MFC- look off FS, Pump to Check Down. Alert outside 9's vs press man no deep help.

BLITZ ADJUST

W/S:
QB - #2 Weak (S.A.)

Strong Dog or Blitz:
QB #2 strong
(Y - Flat)
Aware of Scram, and Shot call

PROTECTION

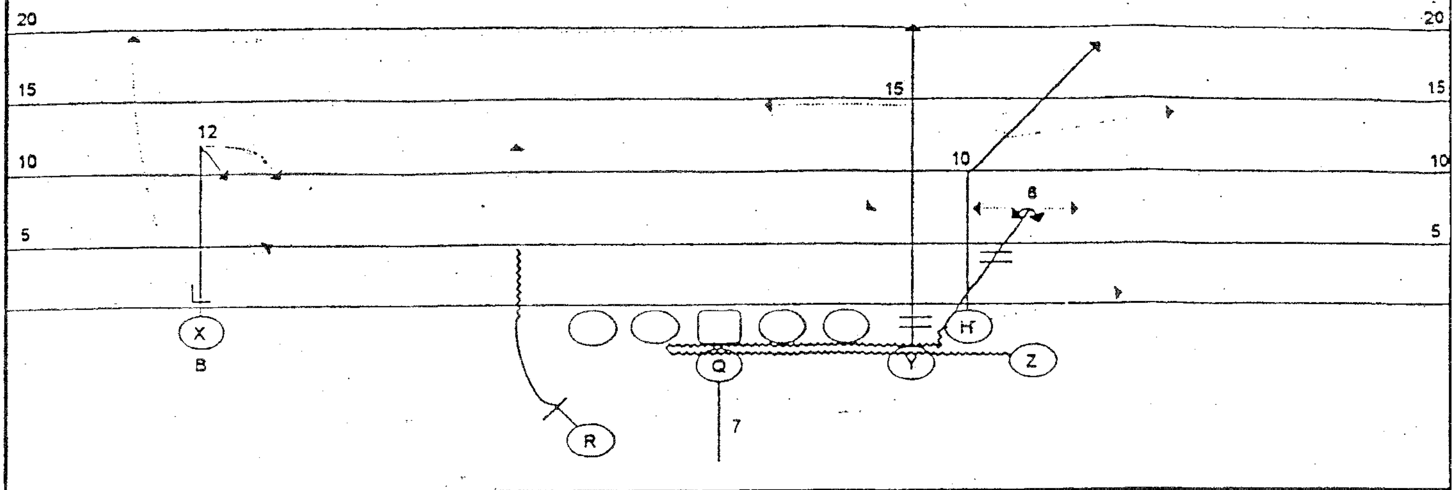
Scat/ Scram/ Turn

FORMATION / MOVEMENT

Flex (Zoom)
Dual (Fly)
Trade Leap
Storm Flex Zoom
Flex Opposite Zoom
Shop Trips Long Whiz

Flank Long Roy Scram
Trips Long Rex Scram

BUNCH RT Z ORBIT- SCAT RT 97 Z DODGE



ASSIGNMENTS

X: (#1 Weak) Run 4 route at 12 yards from a Base alignment. Fade conversion and sight adjust.

Y: (#3 Strong) Alert pop, run a 9 route. Inside release.

Z: (#1 Strong) Run 6 yard Dodge route. Hesitate on the LOS to check hot. You may break inside early, but not outside early. Be decisive! End your motion between Y & H.

H: (#2 Strong) Hot release, run 7 route with a preferred high angle.

R: (#2 Weak) Check protection assignment, run Crab.

QB PROGRESSION / READS

Strongside progression with a controlled 7 step drop. MFO: 9 route to Dodge to Crab. MFC: 7 route Dodge to Crab. Alert Read 9 and weakside 6 route vs soft corner or press no deep help.

BLITZ ADJUST

W/S:
QB - #1 Weak

Strong Dog or Blitz:
QB #1 strong (Dodge)
#2 pop alert hot rules.

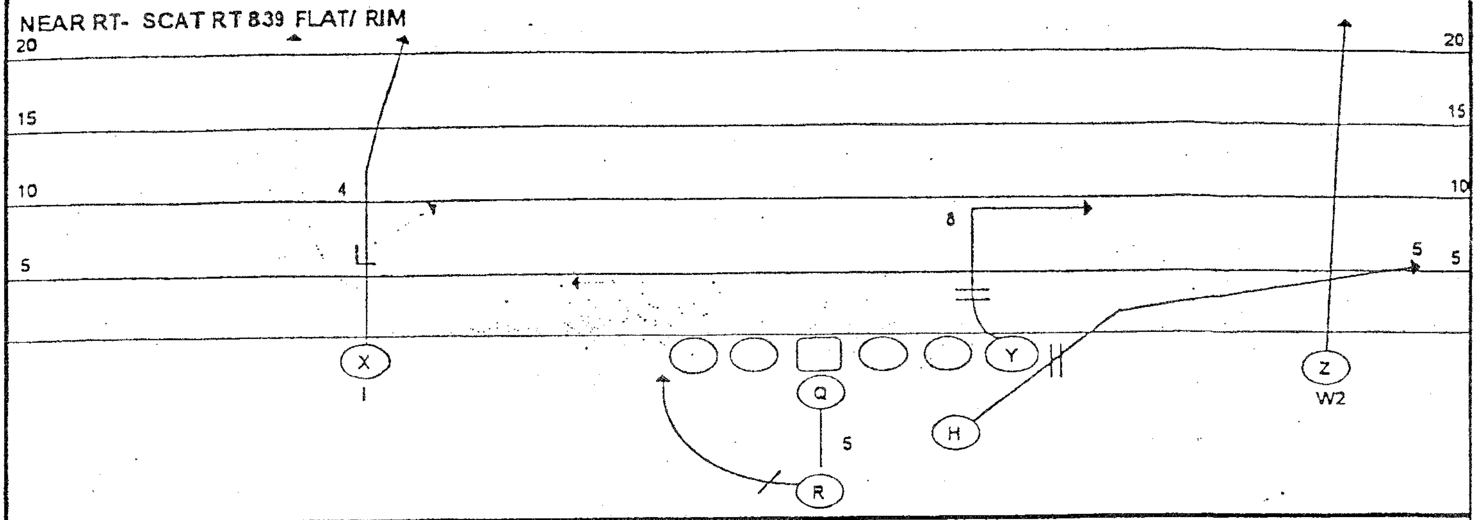
PROTECTION

Scat/ Scram

FORMATION / MOVEMENT

Bunch Zoom
Tower Orbit
Float Zeke
Far Wing Motion

SCAT 839 FLAT/ RIM "PANTHER"



ASSIGNMENTS

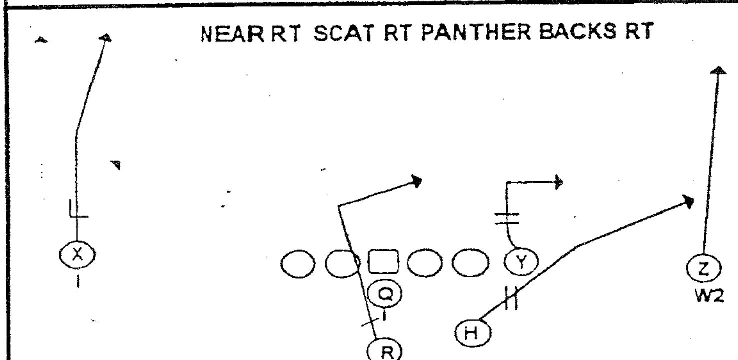
X: (#1 Weak) Run 8 route with Fade conversion. Align in a Inside alignment and sight adjust.

Y: (#2 Strong) Run an Inside 3 route at 8 yards. Inside release.

Z: (#1 Strong) Run a 9 route. You must outside vs a hard corner.

H: (#3 Strong) Hot release and run a Flat.

R: Check protection assignment, run Rim.



QB PROGRESSION / READS

5 step drop. MFC: strong side progression, H is Hot to Flat, Z - H - Y, weakside - X to Rim.
MFO: (H) Flat - Y - R.

BLITZ ADJUST

W/S:
QB - #1 Weak

Strong Dog or Blitz:
Flat to H or pop to #2 strong.

PROTECTION

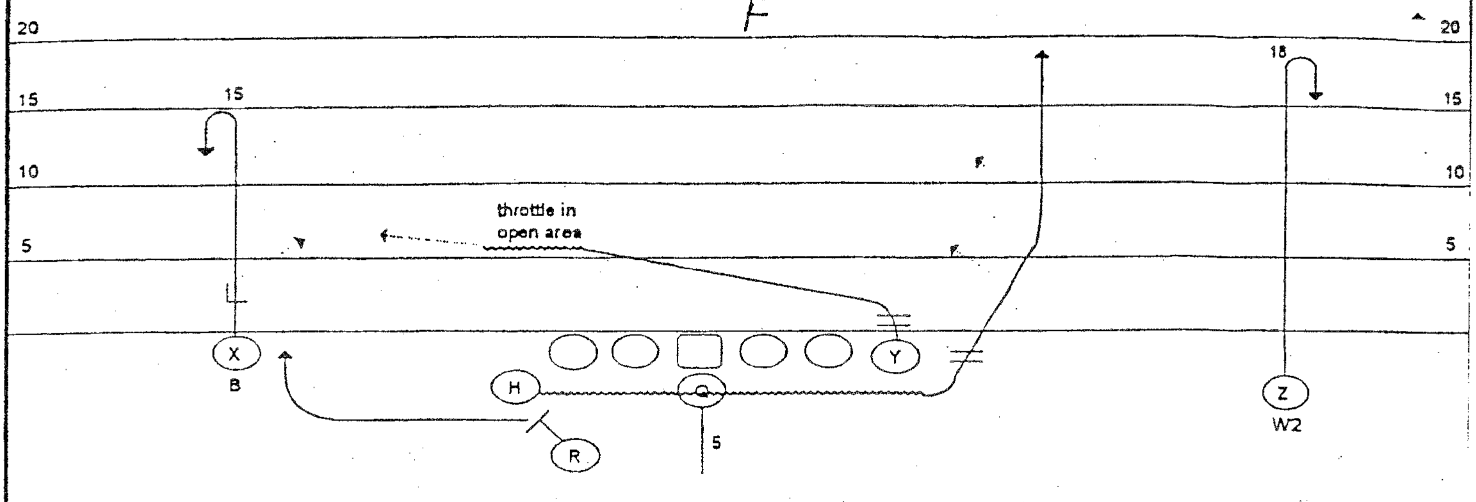
Scat

FORMATION / MOVEMENT

"T" Formations
Doc Motion
Trips (Orbit)
Far Motion
Far Wing Long Motion

POST

DOC RT MOTION- SCAT RT 525 H POST



ASSIGNMENTS

X: (#1 Weak) 5 route. Run it. Sight adjust. Base alignment.

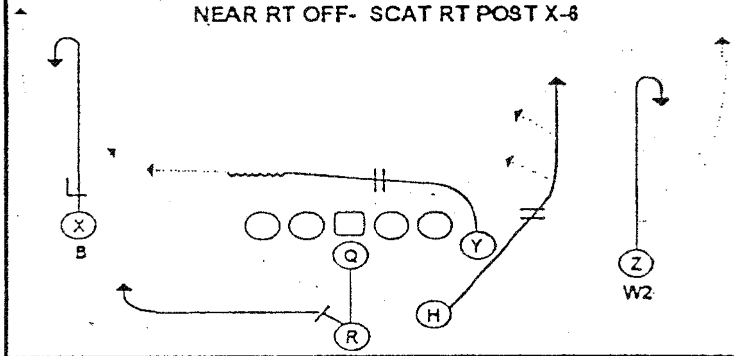
Y: (#3 Strong) Alert pop. Run 2 route and throttle in the open area. Inside release.

Z: (#1 Strong) Run 5 route. Fade conversion. Base alignment.

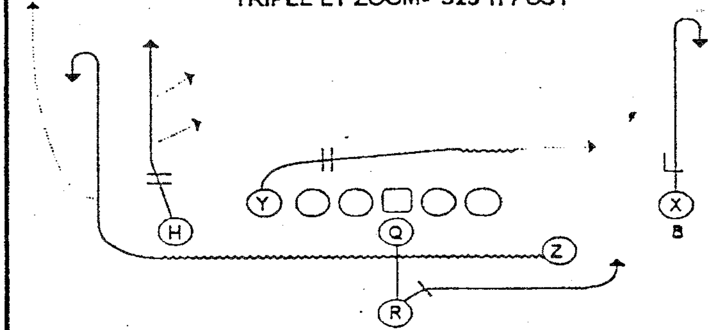
H: (#2 Strong) Hot release. Run Post route.

R: (#2 Weak) Check protection assignment, run Swing.

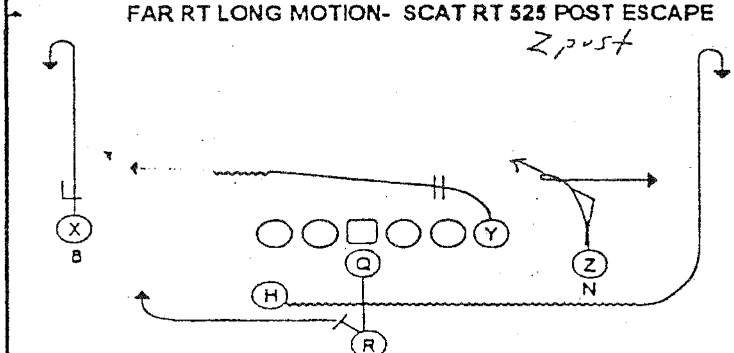
NEAR RT OFF- SCAT RT POST X-6



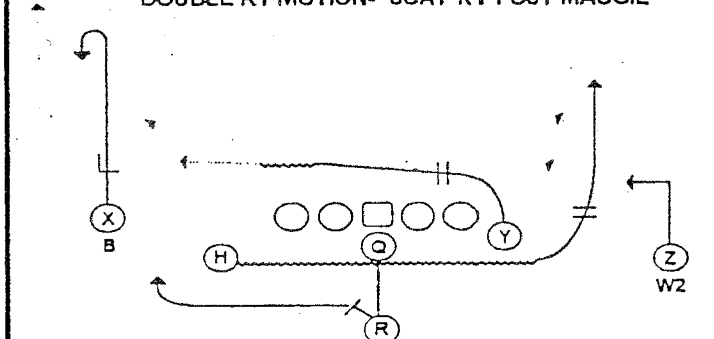
TRIPLE LT ZOOM- 525 H POST



FAR RT LONG MOTION- SCAT RT 525 POST ESCAPE



DOUBLE RT MOTION- SCAT RT POST MAGGIE



QB PROGRESSION / READS

Strongside to weakside progression. Control 5 step drop. Throw Post on the 5 hit and throw, to 2, Cob or Swing. Make quick decision. Alert press no deep help on #1 strong. Sometimes we will skip Y in the read and work Post X - R.

*X - 6 in the Green Zone.

BLITZ ADJUST

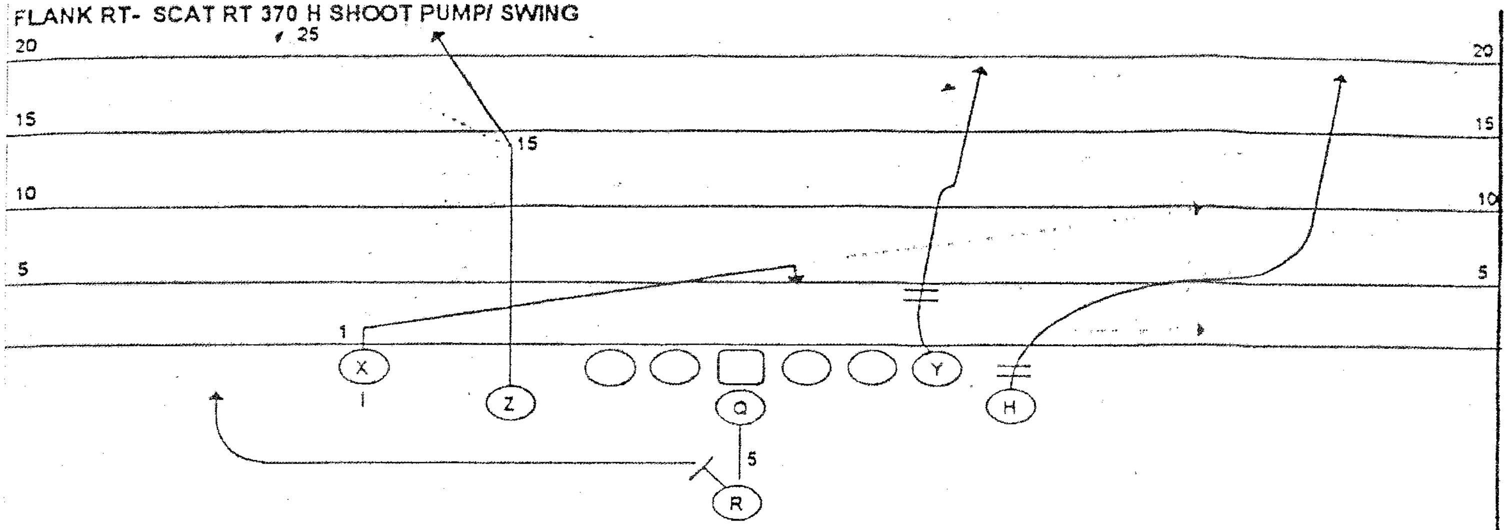
W/S Blitz:
QB #1 Weak

Strong Dog or Blitz:
QB - Built in - pop to #3 strong, Quick Post.

PROTECTION

Scat

FORMATION / MOVEMENT



ASSIGNMENTS

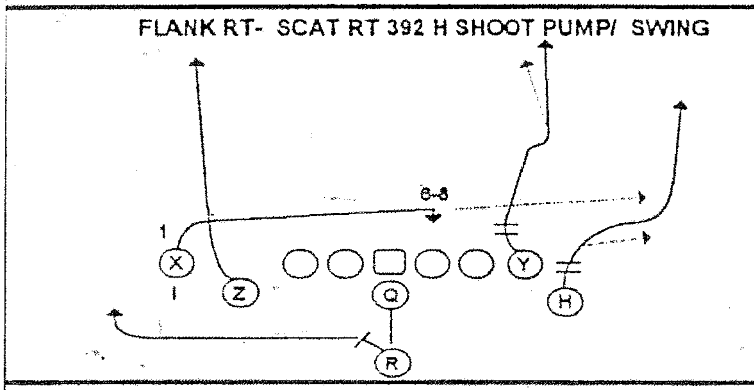
X: (#1 Weak) 0 route 6-8 yards. In zone settle between off Hook and Curl. Vs man, stutter or staircase and run away flat. Get underneath a wall player. In motion to Float, keep the 0 route.

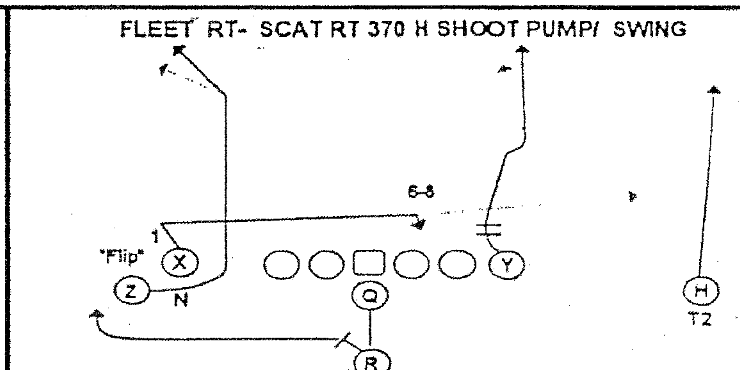
Y: (#2 Strong) Alert pop, run inside 3 pump route. Inside release.

Z: (#2 Weak) Inside 7 route. In motion to Float, keep the 7 route.

H: (#1 Strong) Hot release, run Shoot route.

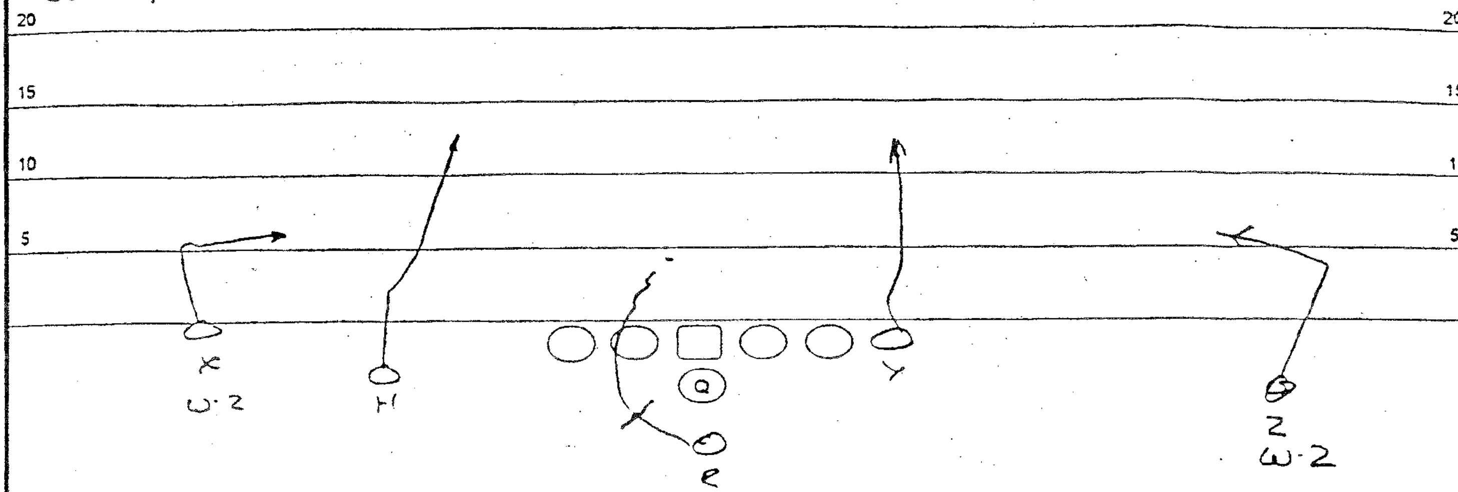
R: (#3 Weak) Check protection assignment, run swing.





QB PROGRESSION / READS	BLITZ ADJUST	PROTECTION
5 Step drop strongside progression. MFC of MFO work Shoot/ Pump to 0 route. M/M no deep help, may choose Z on the Corner.	W/S: QB - #1 Weak Strong Dog or Blitz: QB - pop to Y or Flat	Scat **FORMATION / MOVEMENT**

DBLE RT QK SCAT RT SALLY



ASSIGNMENTS

X: (#1 WEAK) WIDE OUTSIDE RELEASE. RUN A FLAT QK 8. W-2 ALIGN.

Y: (#2 STG) INSIDE RELEASE, QK SEAM.

Z: (#1 STG) WIDE OUTSIDE RELEASE, RUN A FLAT QK. 8. W-2 ALIGN.

H: (#2 WK) WIDEN DEFENDER & UNDER CUT HIM INSIDE ON QK SEAM RTE.

R: CHECK PROTECTION ASSIGNMENT, RUN CHECK DOWN RTE.

QB PROGRESSION / READS

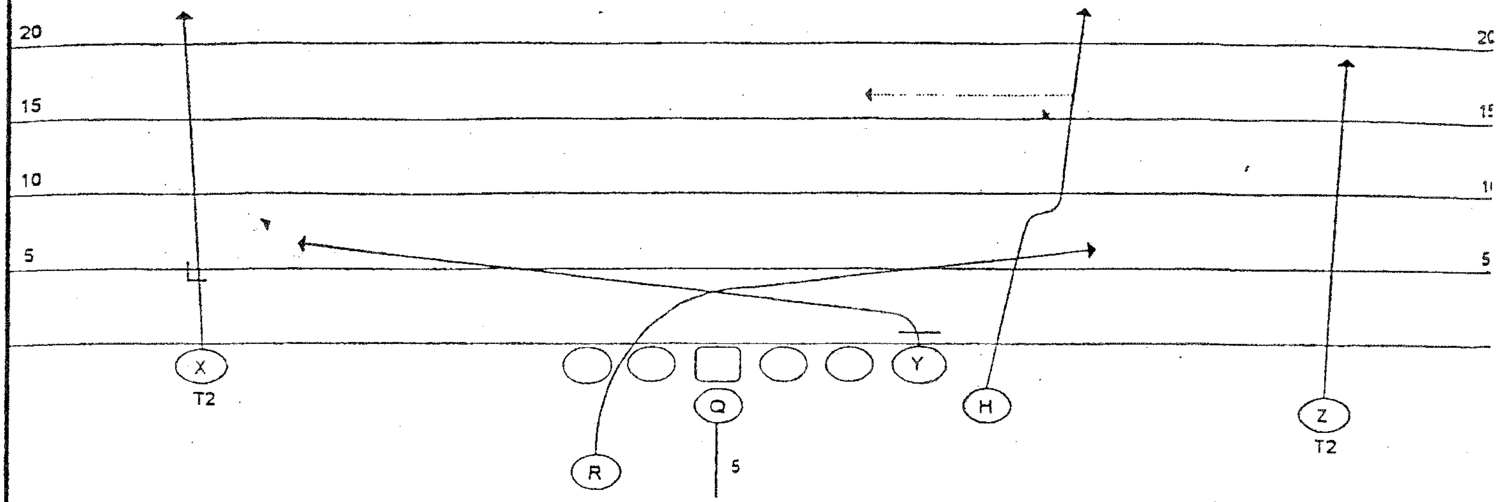
BLITZ ADJUST

PROTECTION
QK SCAT OR R&K LUG.

FORMATION / MOVEMENT
"D" FORMATIONS.

OH 989 OVER

TRIPS RT- OH RT 989 OVER



ASSIGNMENTS

X: (#1 Weak) 9 route. Sight adjust. Tight 2 alignment.

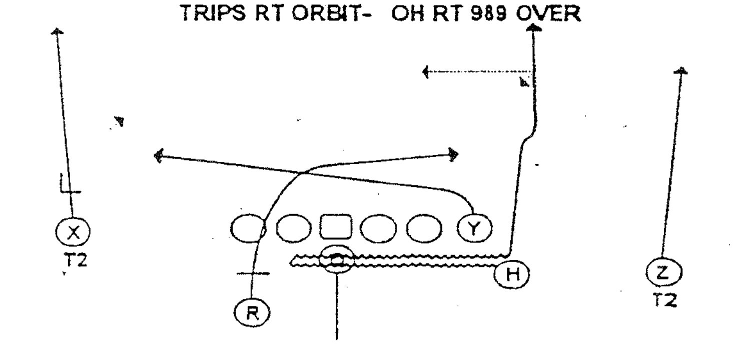
Y: (#3 Strong) Check #3, Cross route which is part of the Over.

Z: (#1 Strong) Run 9 route. Tight 2 alighnment.

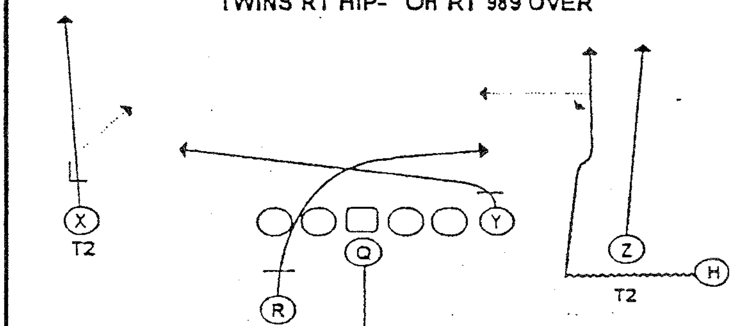
H: (#3 Strong) Check SS, run three way middle 8 route.

R: (#2 Weak) Check protection assignment, run Sneak part of the Over.

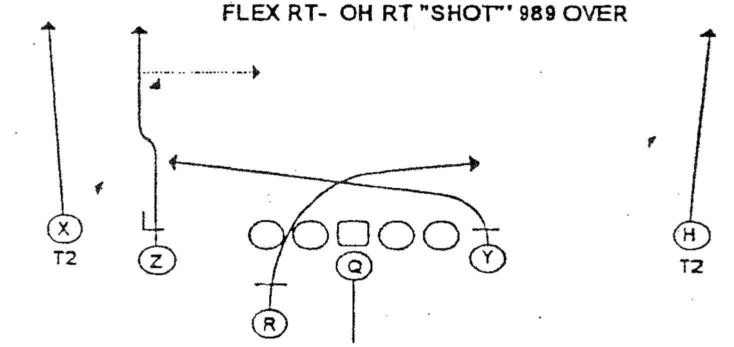
TRIPS RT ORBIT- OH RT 989 OVER



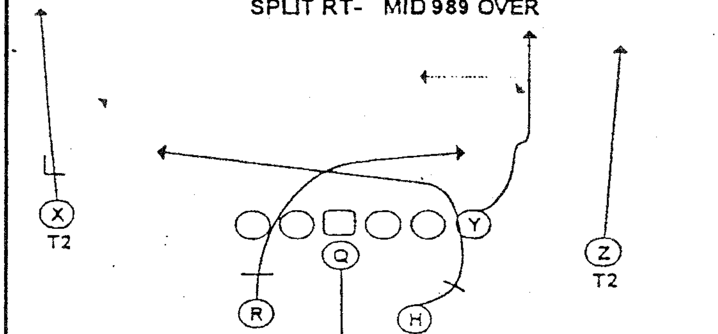
TWINS RT HIP- OH RT 989 OVER



FLEX RT- OH RT "SHOT" 989 OVER



SPLIT RT- MID 989 OVER



QB PROGRESSION / READS

Strongside progession. Alert #1 weak MFO deep to short inside out (H or Z Fade to Over) MFC work deep to short outside in (Z or H adj. to over) deep zone drops - over is best choice.

BLITZ ADJUST

W/S Blitz:
QB #1 Weak
Slot (#2 Weak)

Strong Dog or Blitz:
Picked up unless "Shot"

PROTECTION

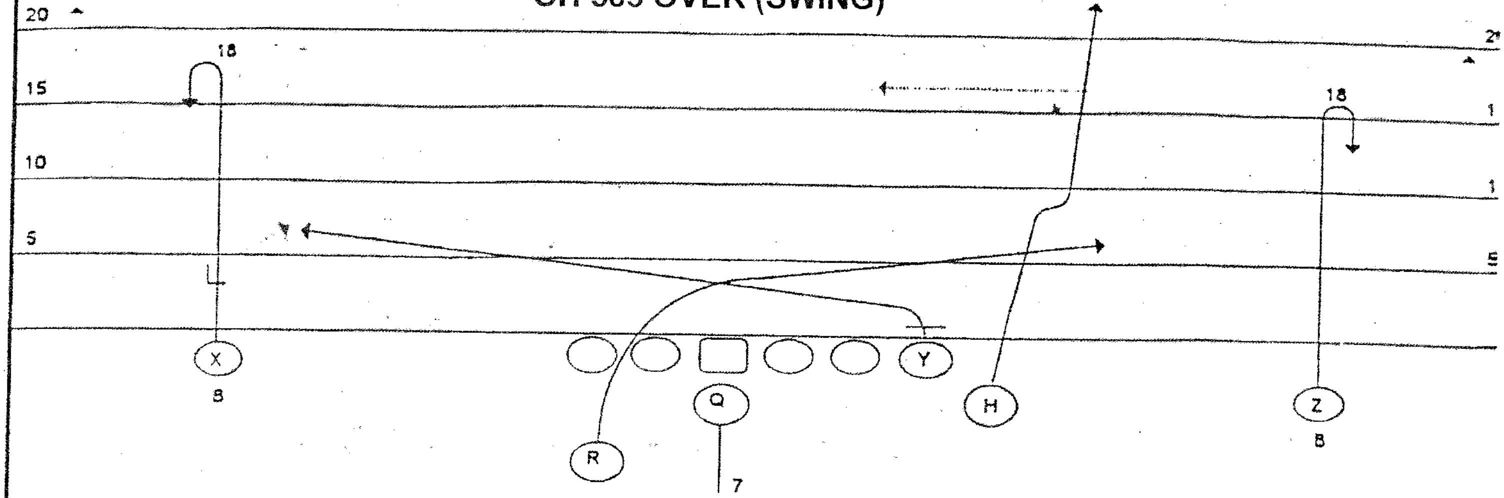
OH's RT or OH's LT
(Nickel & Regular)
Bronco in Nickel. Possible
Rip/Liz or Fan

FORMATION / MOVEMENT

Trips Zoom Twins
Doc Motion Dbl Motion
Cannon(Scat) Far Motion

TRIPS RT- OH RT 585 OVER

OH 585 OVER (SWING)



ASSIGNMENTS

X: (#1 Weak) 5 route. Fade conversion. Sight adjust. Base alignment.

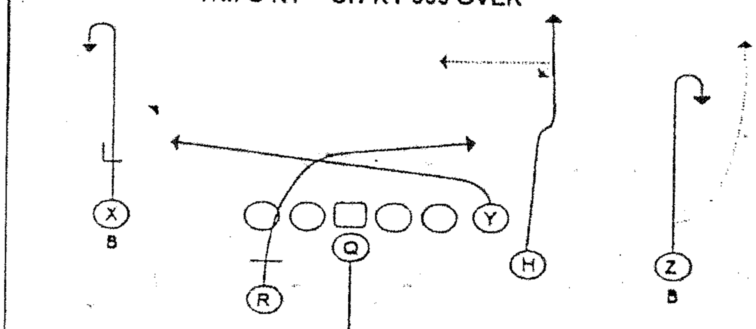
Y: (#3 Strong) Check #3, Cross route which is part of the Over.

Z: (#1 Strong) Run 5 route. Fade conversion. Base alignment.

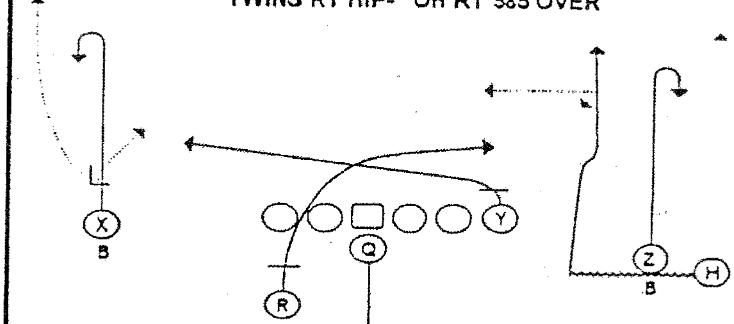
H: (#3 Strong) Check SS, run three way middle 8 route.

R: (#2 Weak) Check protection assignment, run Sneak part of the Over.

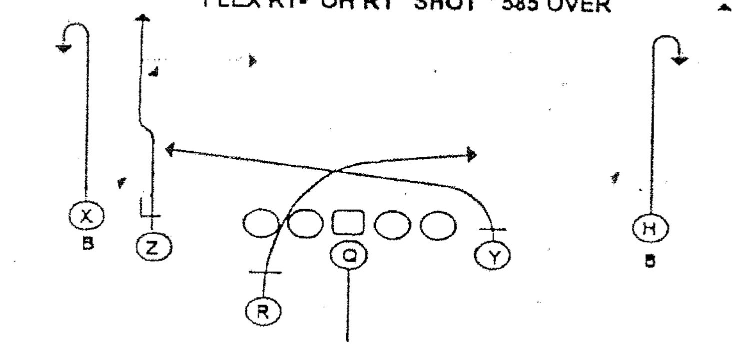
TRIPS RT- OH RT 585 OVER



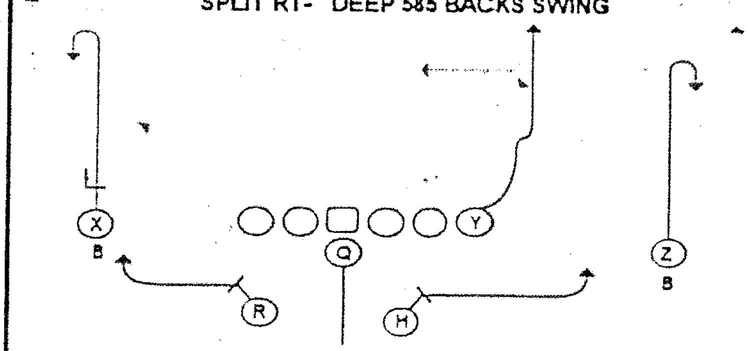
TWINS RT HIP- OH RT 585 OVER



FLEX RT- OH RT "SHOT" 585 OVER



SPLIT RT- DEEP 585 BACKS SWING



QB PROGRESSION / READS

Strongside progession. Alert #1 weak. 7 step drop. MFO work deep to short side inside out (H or Z Fade to Over) MFC deep to short outside in (Z or H adj. to over).

BLITZ ADJUST

W/S Blitz:
QB #1 Weak
Slot (#2 Weak)

Strong Dog or Blitz:
Picked up unless "Shot"

PROTECTION

OH's RT or OH's LT
(Nickel & Regular)
Bronco in Nickel. Possible
Rip/Liz or Fan

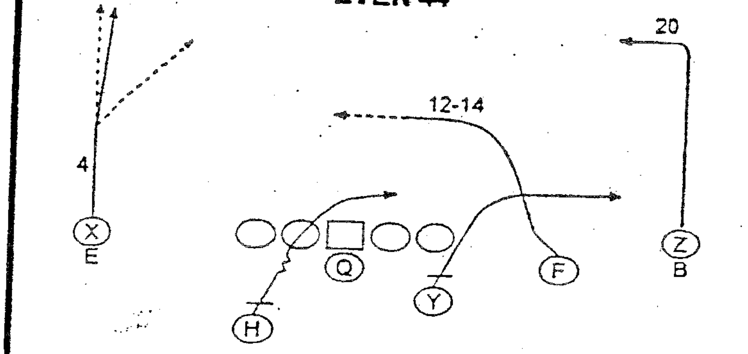
FORMATION / MOVEMENT

Trips Zoom
Doc Motion
Cannon(Scat)
Triple

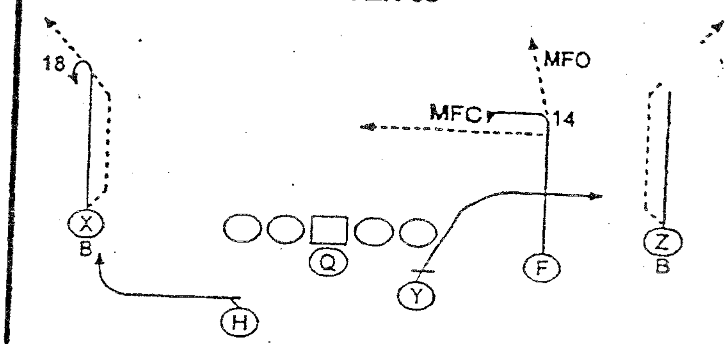
Twins
Dbl Motion
Far Motion (2 Bac

RED BALL OFFENSE

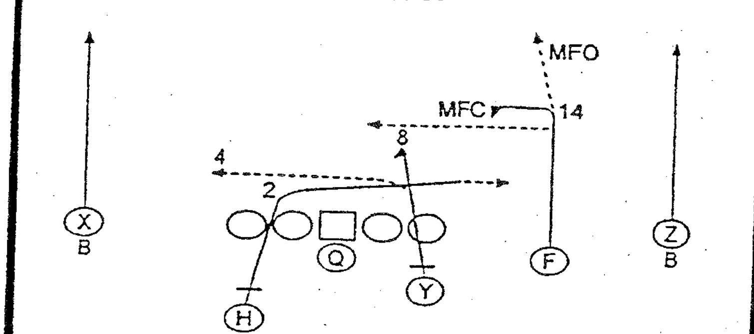
EVEN 44



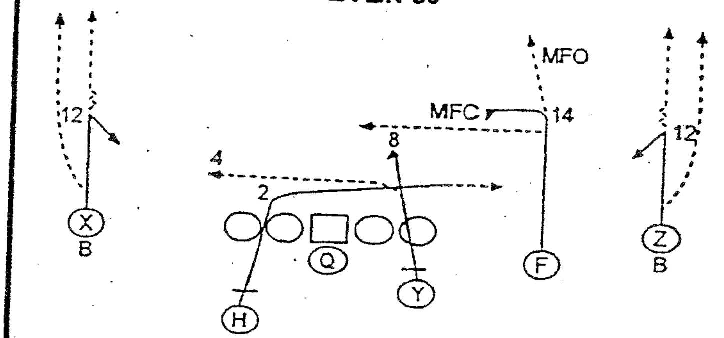
EVEN 85



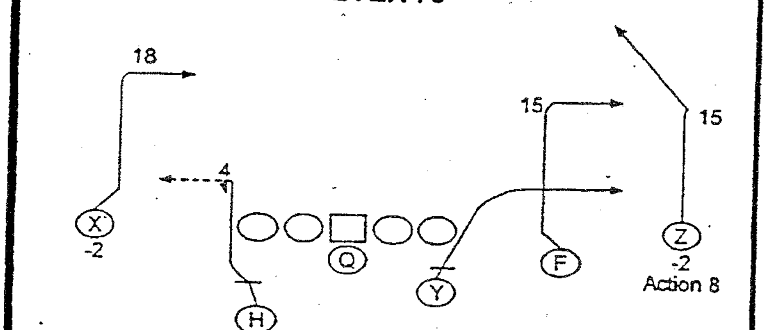
EVEN 89



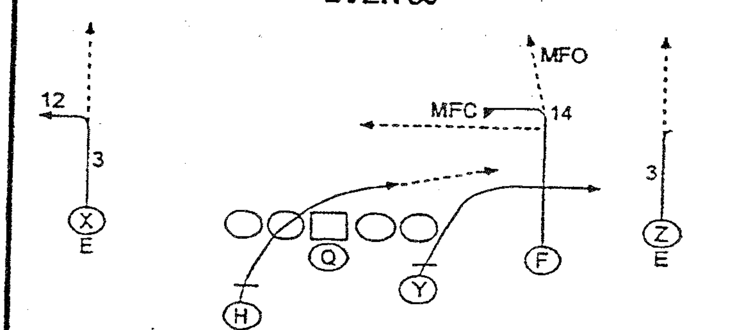
EVEN 86



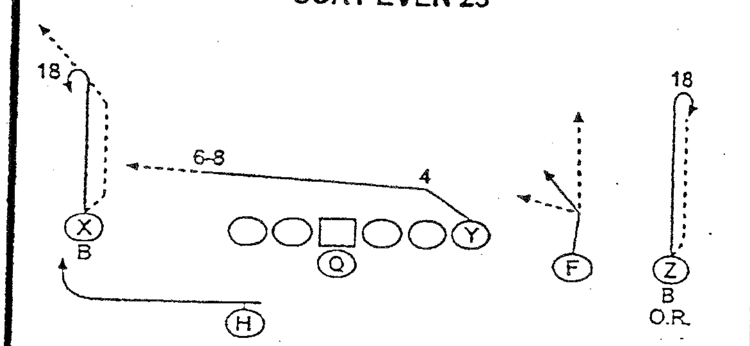
EVEN 78



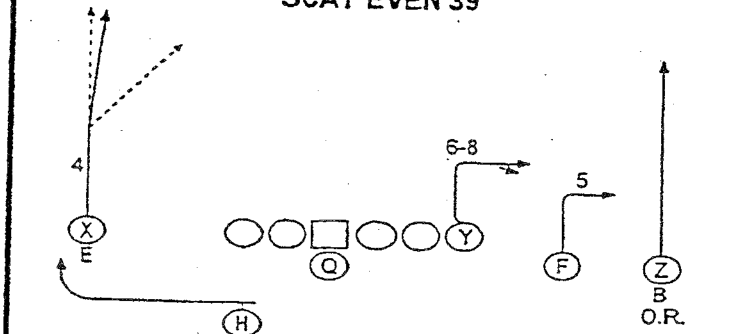
EVEN 83



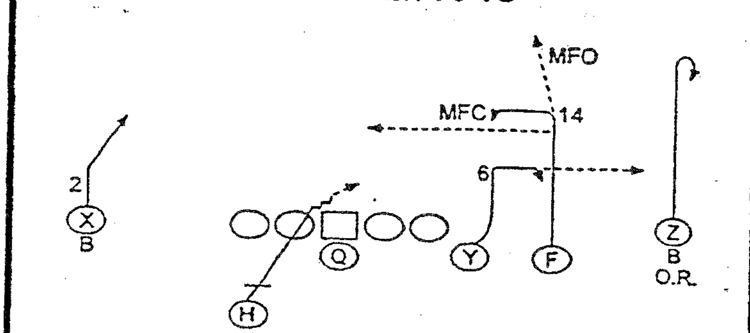
SCAT EVEN 25



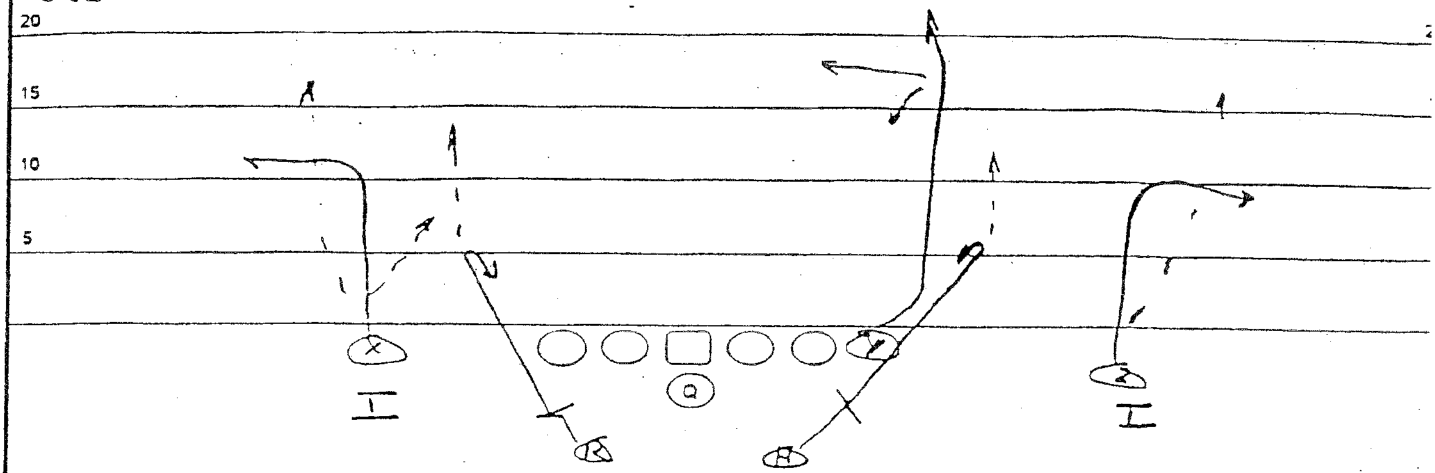
SCAT EVEN 39



SCAT EVEN YO YO



SPLIT RT. MID
383 BKS SIT



ASSIGNMENTS

X: (#1 WEAK) 3 RTE. SIGHT ADJUST, FADE CONVERSION. INSIDE ALIGN.

Y: (#2 STRONG) OUTSIDE RELEASE, 8 RTE.

Z: (#1 STRONG) 3 RTE. FADE CONVERSION. INSIDE ALIGN.

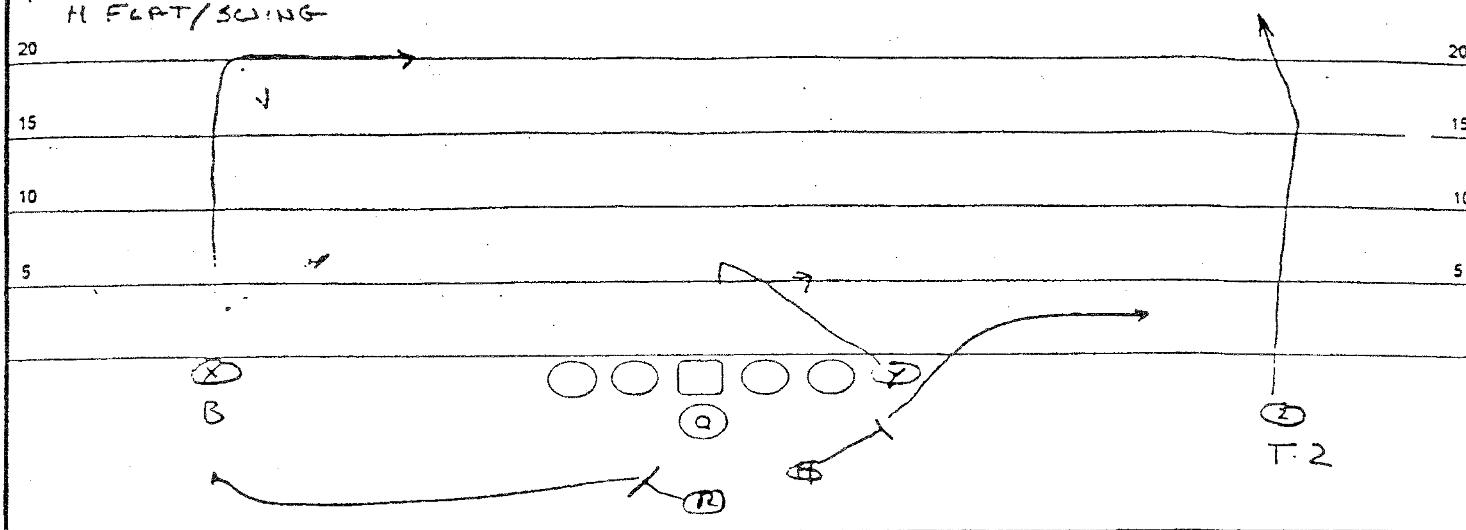
H: (#3 STRONG) CHECK PROTECTION ASSIGNMENT. SIT RTE.

R: (#2 WEAK) CHECK PROTECTION ASSIGNMENT. SIT RTE.

QB PROGRESSION / READS	BLITZ ADJUST	PROTECTION
		FORMATION / MOVEMENT

NEAR RT DEEP 628
H FLAT/SWING

DEEP 648 H-FLAT/SWG



ASSIGNMENTS

X: (#1 WEAK) 6-ROUTE AT 20 YDS. SIGHT ADJUST. HK 18-20 VS. QUADS. 3 FS... ALIG...

Y: (#2 STRONG) MIDDLE Z RTE.

Z: (#1 STRONG) DEEP 8 RTE. T-2 ALIGNMENT,

H: (#3 STRONG) CHECK PROTECTION ASSIGNMENT, RUN FLAT RTE.

R: (#2 WEAK) CHECK PROTECTION ASSIGNMENT, RUN SWING RTE,

QB PROGRESSION / READS

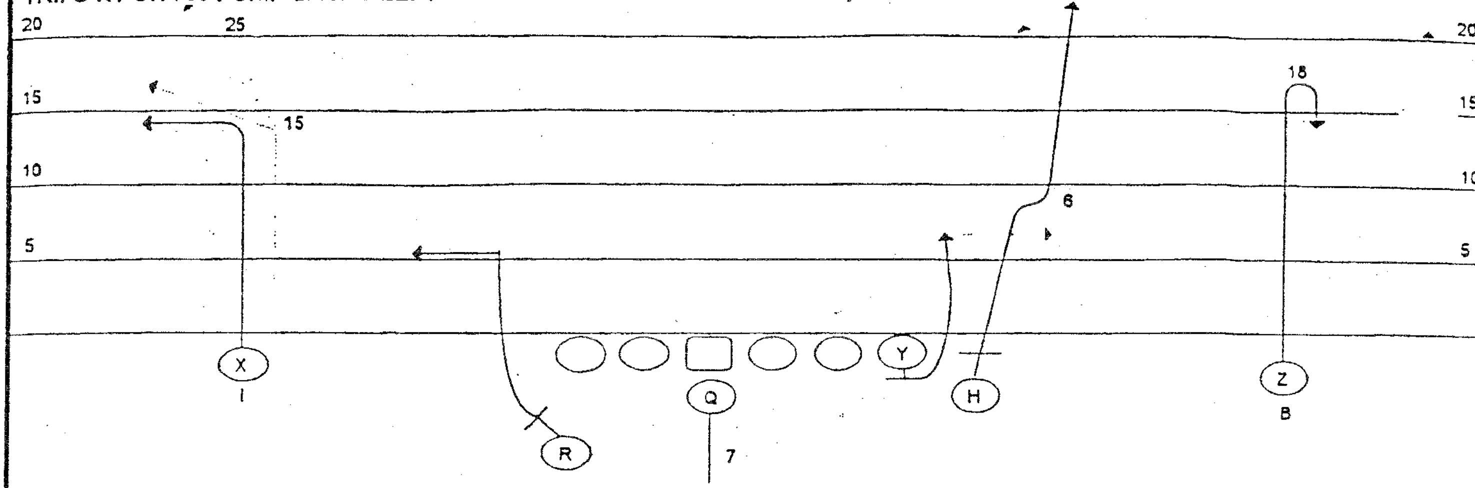
BLITZ ADJUST

PROTECTION

FORMATION / MOVEMENT

OH 735 PUMP BACKS (LEFT or RIGHT)

TRIPS RT OH 735 PUMP BACKS LEFT



ASSIGNMENTS

X: (#1 Weak) Run 7 route. Sight adjust off #4. Inside alignment.

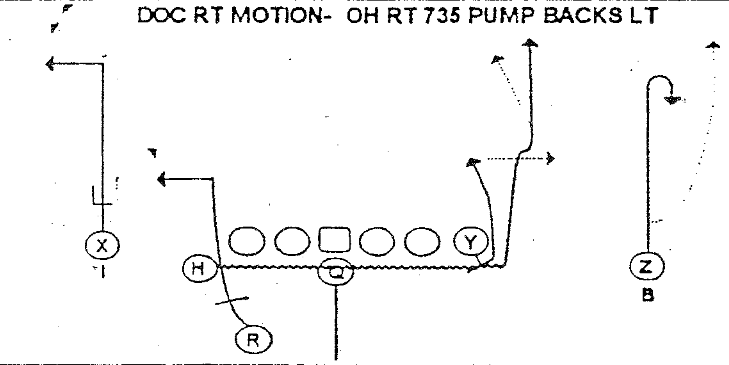
Y: (#3 Strong) Check #3, Delay part of Backs left or right.

Z: (#1 Strong) Run 5 route. Fade conversion. Pump at 6 yards. Base alignment.

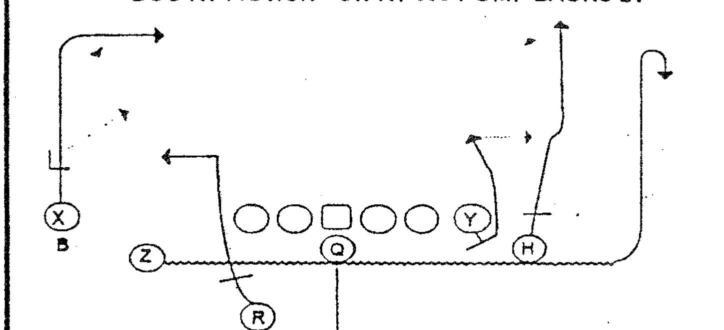
H: (#2 Strong) Check SS, run 3 Pump Seam. MFO bend.

R: (#2 Weak) Check protection assignment, run wide part of Backs left or right.

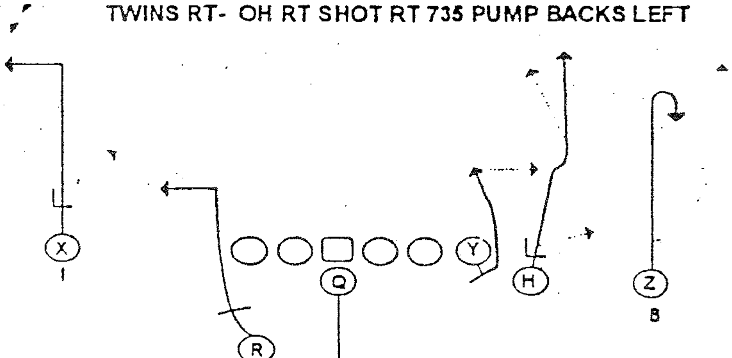
DOC RT MOTION- OH RT 735 PUMP BACKS LT



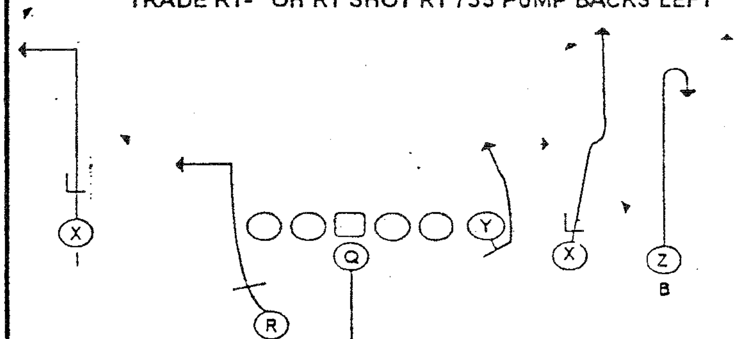
DOC RT MOTION- OH RT 635 PUMP BACKS LT



TWINS RT- OH RT SHOT RT 735 PUMP BACKS LEFT



TRADE RT- OH RT SHOT RT 735 PUMP BACKS LEFT



QB PROGRESSION / READS

Weakside progression. 7 step drop. Stay weak working deep to short to leak. MFO with FS working weak, you may work off bend of H Pump to delay.

BLITZ ADJUST

W/S Blitz:
QB - 31 Weak

Strong Dog or Blitz:
Picked up unless "Shot"

PROTECTION

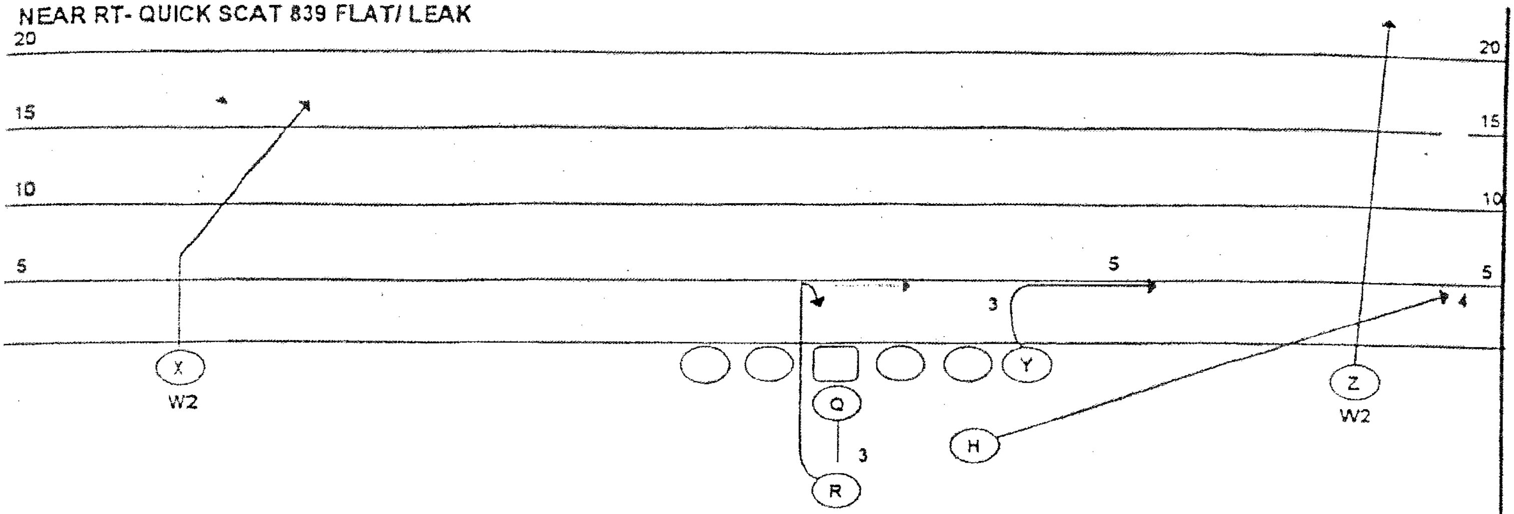
OH's RT or OH's LT
(Nickel & Regular)
Bronco in Nickel. Possible Rip/Liz or Fan

FORMATION / MOVEMENT

Trips Orbit	Trade
Twins (Hip)	Dbl Motion

QUICK SCAT 839 FLAT/ LEAK "PANTHER"

NEAR RT- QUICK SCAT 839 FLAT/ LEAK



ASSIGNMENTS

X: (#1 Weak) Run Quick 8 route Slant. Wide 2 alignment.

Y: (#2 Strong) Run Quick 3 route at 5 yards. Inside release.

Z: (#1 Strong) Run Quick 9 route. You must outside release.

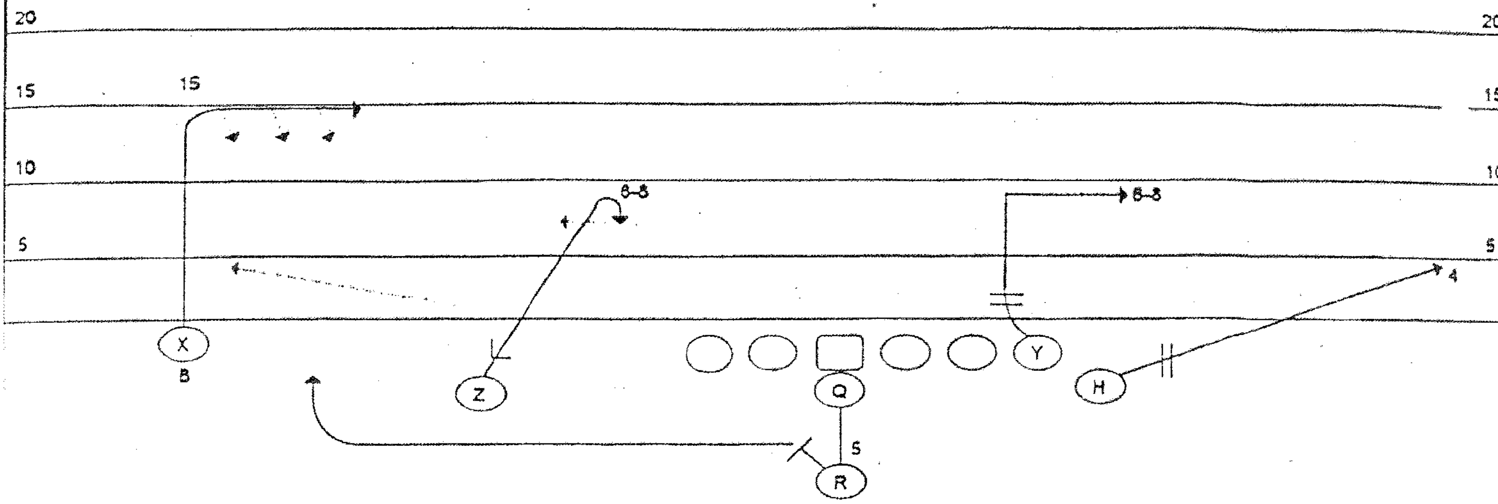
H: (#2 Strong) Run Quick Flat route.

R: Check protection assignment, run Leak.

QB PROGRESSION / READS	BLITZ ADJUST	PROTECTION
3 step strongside progression Z-H-Y-R. Alert for #1 weak.	W/S: QB - #1 Weak Strong Dog or Blitz: Built in	Quick Scat, Rok/ Lug, Rifle **FORMATION / MOVEMENT** Near / Double Motic Doc Motion / Twins Trips Zoom Trips Triple

SCAT 346 H FLAT/ SWING "HOOTER"

FLANK RT- SCAT RT 346 H FLAT SWING



ASSIGNMENTS

X: (#1 Weak) Run a 6 "hunt it" route. In Float, you still have the 6.

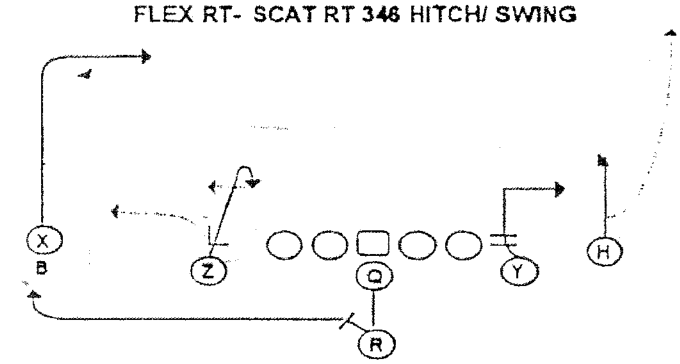
Y: (#2 Strong) Alert pop, run inside 3 route 6-8 yards deep. Inside release. Stem no higher than the inside defender.

Z: (#2 Weak) Inside 4 route 6-8 yards deep. Sight adjust. Press the inside defender and make him think you are crossing. In Float, you still have the Inside 4.

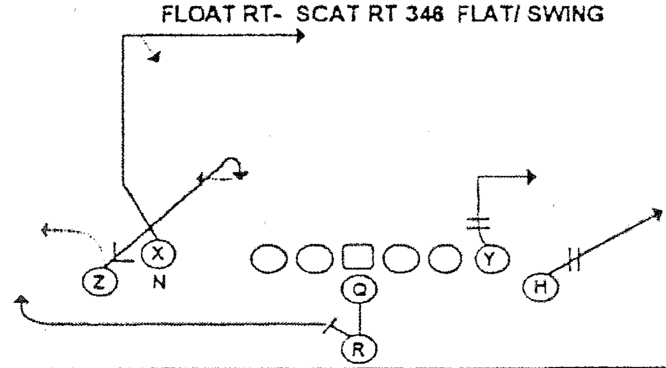
H: (#1 Strong) Hot release, run Flat route. If detatch, run Hitch.

R: (#3 Weak) Check protection assignment, run swing.

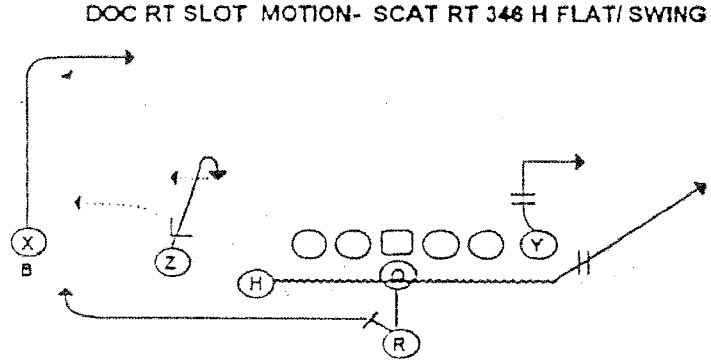
FLEX RT- SCAT RT 346 HITCH/ SWING



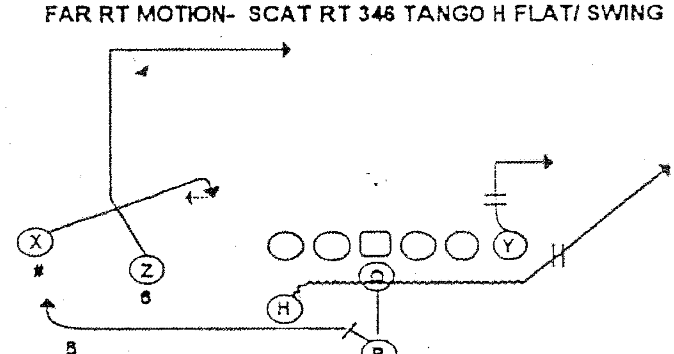
FLOAT RT- SCAT RT 346 FLAT/ SWING



DOC RT SLOT MOTION- SCAT RT 346 H FLAT/ SWING



FAR RT MOTION- SCAT RT 346 TANGO H FLAT/ SWING



QB PROGRESSION / READS

5 Step drop strongside progression. Flat to 3 to inside 4 or R. Same read on Hitch. Z will start his route like a post, if the defense dictates it. You can work Z-X-R.

BLITZ ADJUST

W/S:
QB - #2 Weak

Strong Dog or Blitz:
QB - pop to #2 strong or Flat built in.

PROTECTION

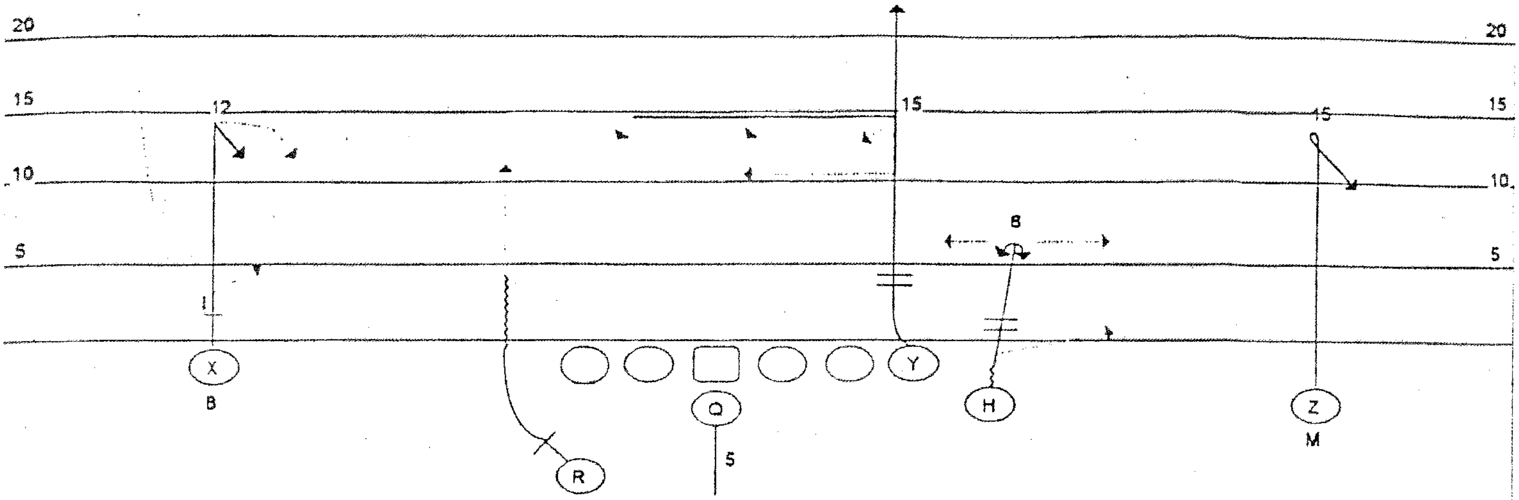
Scat

FORMATION / MOVEMENT

TRIPS RT- SCAT RT 485 H DODGE

SCAT 495 H DODGE

"DODGE"



ASSIGNMENTS

X: (#1 Weak) Run 4 route. Fade conversion. Sight adjust. Tight 2 alignment.

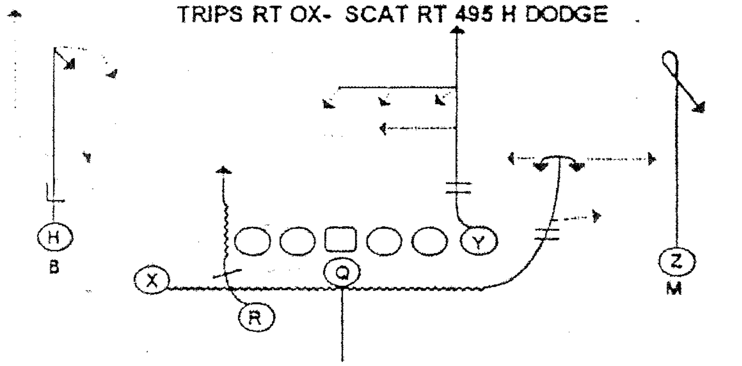
Y: (#3 Strong) Alert pop, run inside 8 route. Inside release.

Z: (#1 Strong) Run-it 5 Pivot route 15 yards deep. Wide 2 alignment.

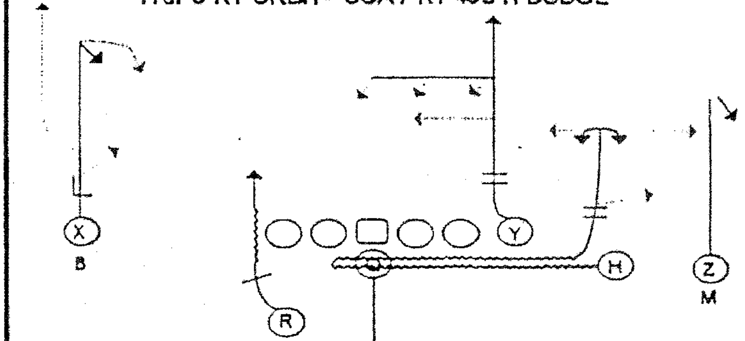
H: (#2 Strong) Run Dodge route at 6 yards. Hesitate on the LOS to check for "Hot". You may break inside early, but not outside. Be decisive. Break inside vs. cover 2.

R: (#2 Weak) Check protection assignment, run Crab.

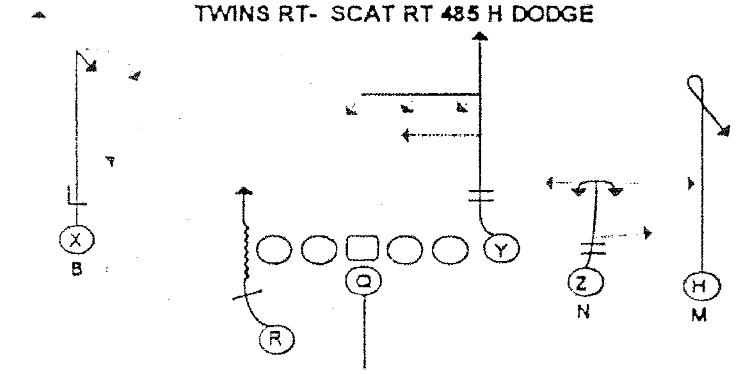
TRIPS RT OX- SCAT RT 495 H DODGE



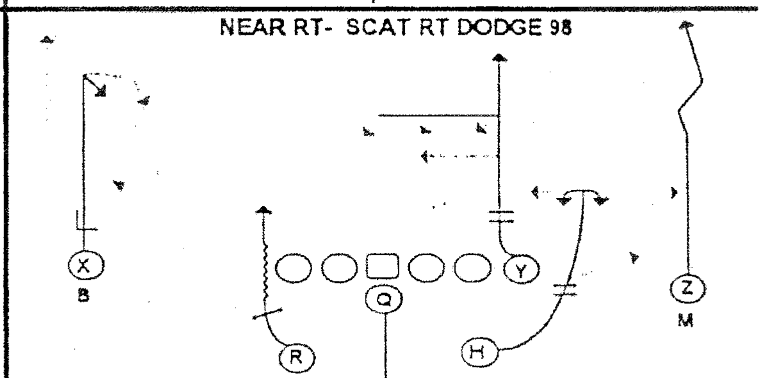
TRIPS RT ORBIT- SCAT RT 495 H DODGE



TWINS RT- SCAT RT 485 H DODGE



NEAR RT- SCAT RT DODGE 98



QB PROGRESSION / READS

Strongside progression. Stretched 5 step drop. MFO 8 - Dodge Crab. MFC - 5 run it - to Dodge, possible Y to Crab. Anticipate upfield with more emphasis but don't be late to the Dodge. Alert weakside 4 route vs soft corner or press no deep help. Alert #1 strong in Red Area (signal).

BLITZ ADJUST

W/S Blitz:
QB #1 Weak

Strong Dog or Blitz:
QB - #2 Strong
(Dodge) #3 pop
Alert Hot rules

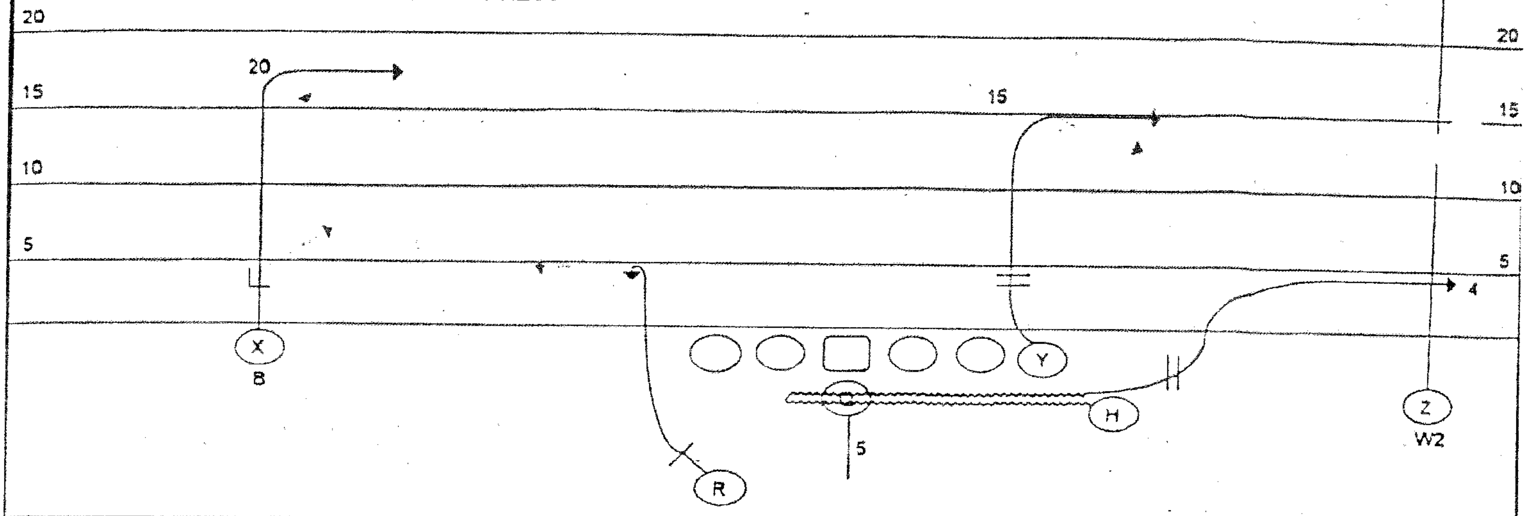
PROTECTION

Scat

FORMATION / MOVEMENT

SCAT 659 H FLAT PRESS

TRIPS RT ORBIT- SCAT RT 659 H FLAT/ PRESS



ASSIGNMENTS

X: (#1 Weak) 20 yard 6 route. Sight adjust. Convert to a 4 route vs. Quads.

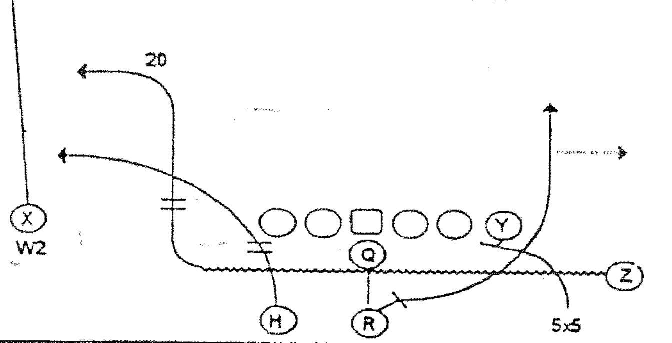
Y: (#3 Strong) Alert pop, run 5 route. Inside release.

Z: (#1 Strong) Run the 9 route. Use the fastest release, you must get deep fast.

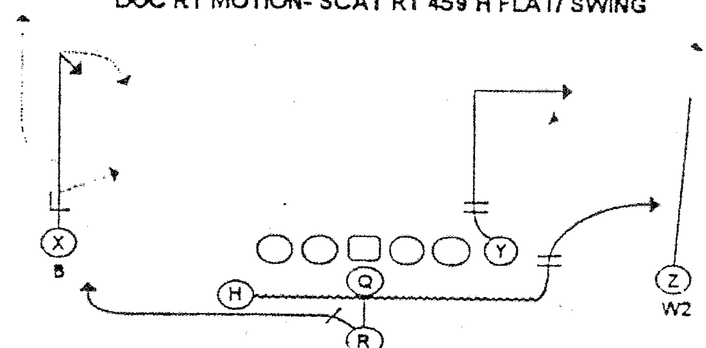
H: (#2 Strong) Hot release, run Flat route.

R: (#2 Weak) Check protection assignment, run Press route.

JET RT- SMOKE LT 79 H FLAT



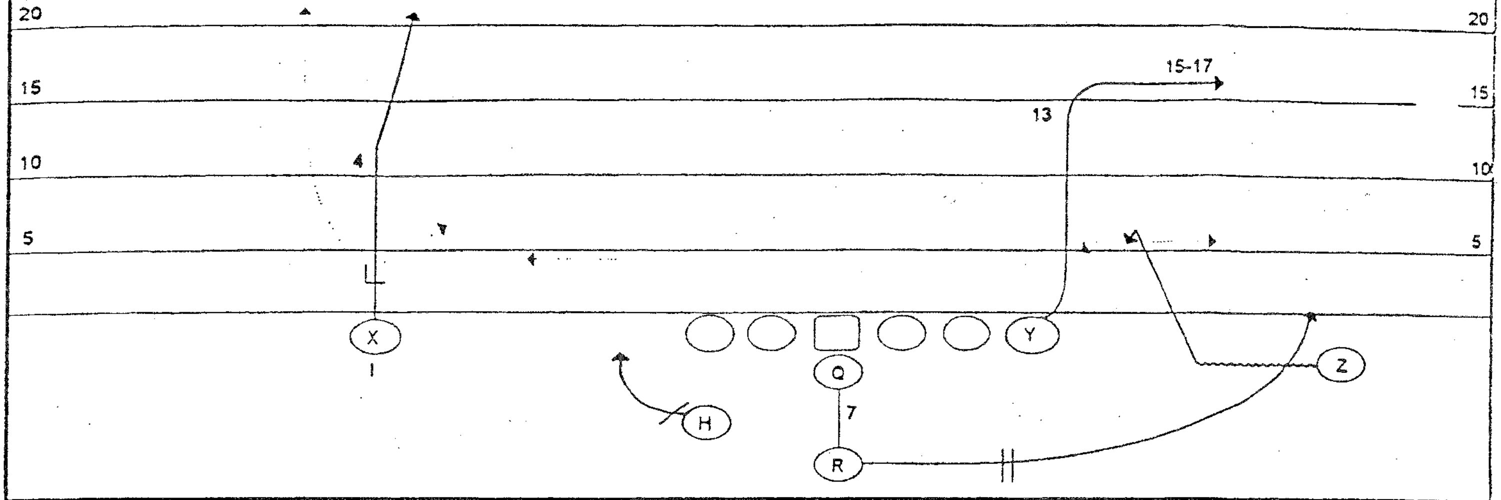
DOC RT MOTION- SCAT RT 459 H FLAT/ SWING



QB PROGRESSION / READS	BLITZ ADJUST	PROTECTION
Strongside progression, control 7 step drop. Throw off outside underneath coverage. M/M work Z to Y.	W/S: WR/QB #1 weak Strong Dog or Blitz: Built in	Scat **FORMATION / MOVEMENT** Trips (Zoom) Triple Twins

SKIP 871 SWING/ RIM "ZOMBIE"

FAR RT ZIP- SKIP RT 871 SWING/ RIM



ASSIGNMENTS

X: (#1 Weak) Run 8 route with Fade conversion. Align in a Inside alignment and sight adjust.

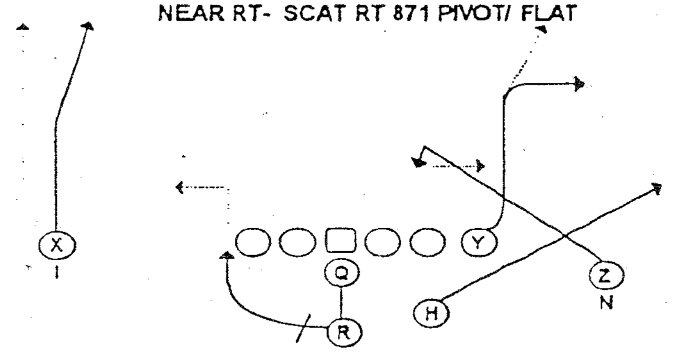
Y: (#2 Strong) Run 7 route. You must Outside release.

Z: (#1 Strong) Run Spot route. Nasty alignment if there is no motion. Stay 2 yards outside of Y's alignment.

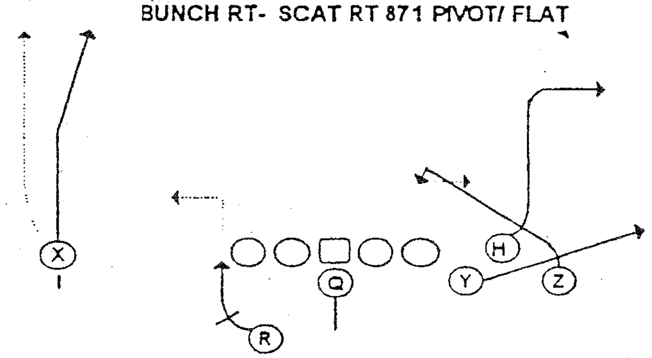
H: (#2 Weak) Check protection, run Rim route.

R: Hot release on Speed Swing route (Flat route on "Pivot").

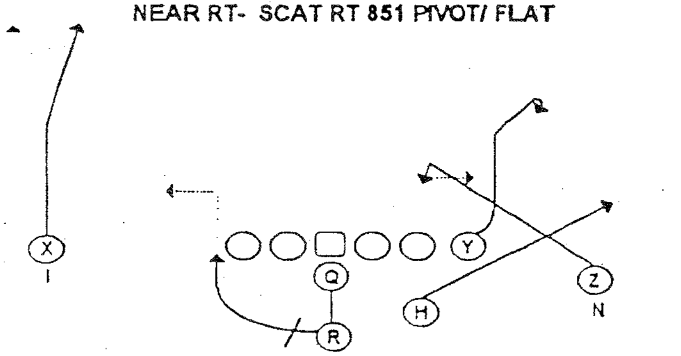
NEAR RT- SCAT RT 871 PIVOT/ FLAT



BUNCH RT- SCAT RT 871 PIVOT/ FLAT



NEAR RT- SCAT RT 851 PIVOT/ FLAT



QB PROGRESSION / READS

Controlled 7 step drop. Strongside progression, Swing or Flat - 7 route to Spot or Pivot.
MFC - alert Regular 8 to Rim.

BLITZ ADJUST

W/S:
QB - #1 Weak

Strong Dog or Blitz:
R on Swing or Flat

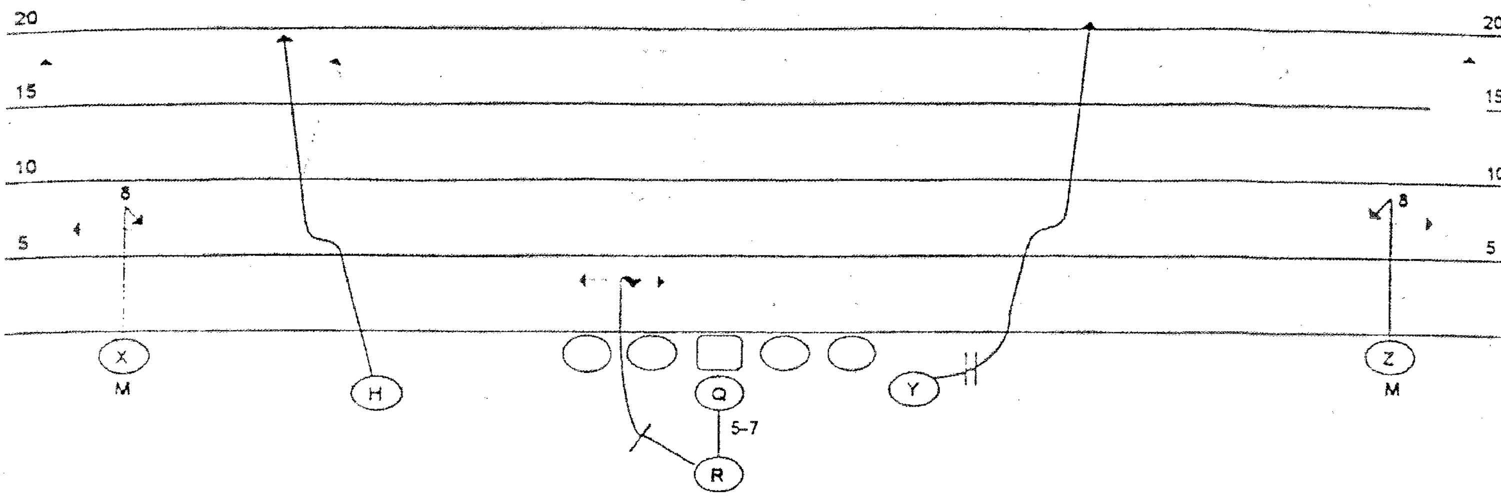
PROTECTION

Scat

FORMATION / MOVEMENT

Near, Zip/ Zing (Pivot)
I, Far, Zip/ Zing
Bunch, Zip/ Zoom/ Fly

DOUBLE RT- SCAT RT VERTICALS



ASSIGNMENTS

X: (#1 Weak) Run a short 4 route. Fade conversion with a Max alignment.

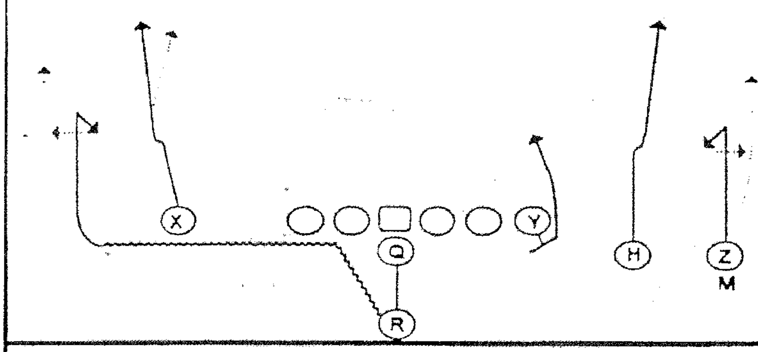
Y: (#2 Strong) Hot release. Run 3 Pump route on the inside edge of the numbers.

Z: (#1 Strong) Run a short 4 route. Fade conversion with a Max alignment.

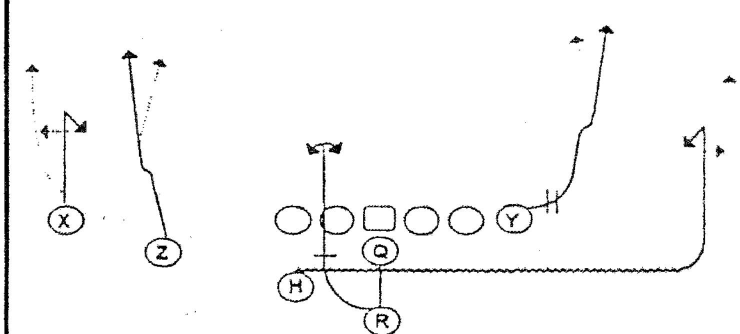
H: (#2 Weak) Run 9 route. MFC: stay on the inside edge of the numbers. MFO: Bend.

R: (#3 Weak) Check protection assignment. Run a Check Down route.

TWINS RT LONG REX- SCRAM RT SHOT VERTICALS



FAR RT LONG MOTION - SCAT RT VERTICALS



QB PROGRESSION / READS

Stretched 5 or 7 step drop, hit and throw.
MFC: work away from the FS to Short 4 to R.
MFO: work bender to Check Down.

BLITZ ADJUST

Built in.

PROTECTION

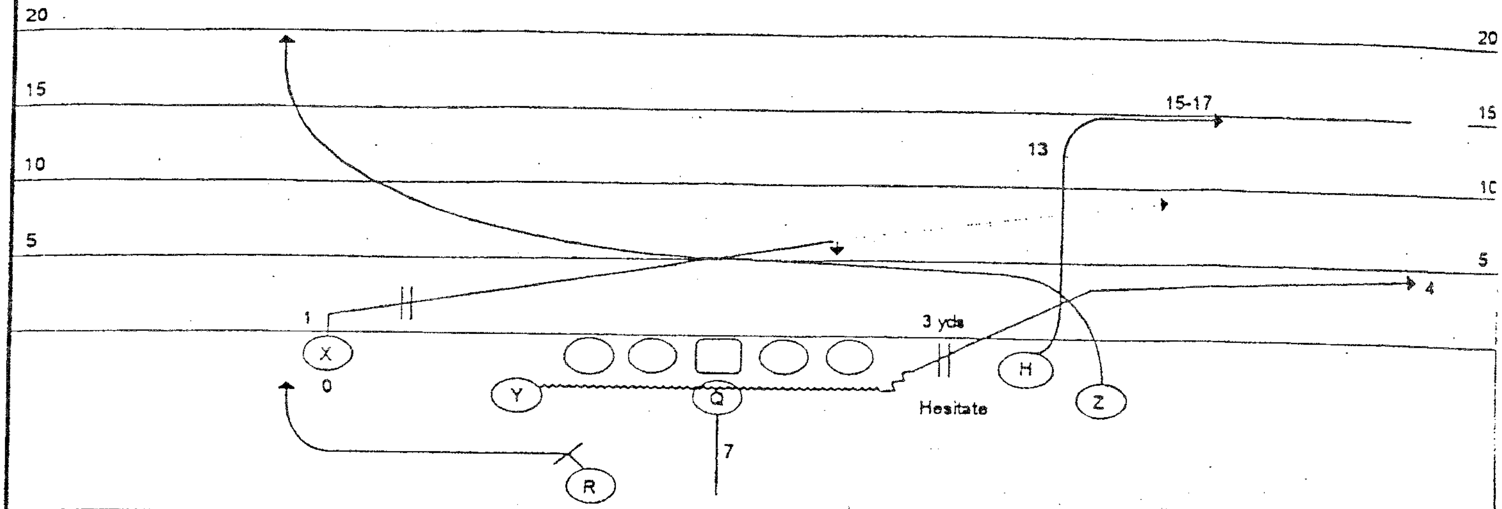
Scat, Lou/ Ron, Shot

FORMATION / MOVEMENT

Double (Fly, Zoom)
Dual
Far Slot, Long Motion
Trips, Long Rex

SCAT X DRAG H FLAT/ SWING

BUNCH RT FLY- SCAT X DRAG H FLAT/ SWING



ASSIGNMENTS

X: (#1 Weak) Run 0 route. Rub underneath the 2 route. Work off the Off Hook Defender, run away vs M/M. Use an Nasty 2 alignment.

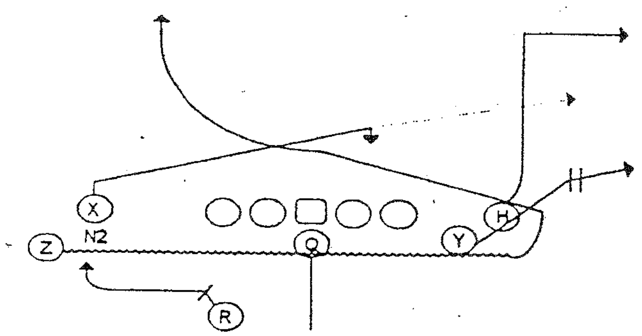
Y: (#3 Strong) Alert pop, run 1 route. Hesitate on the release.

Z: (#1 Strong) Run 2 route at 5-7 yards. Deepen after the mesh. No zone read.

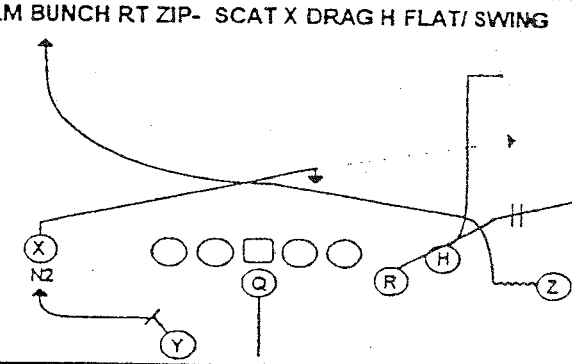
H: (#2 Strong) Run 7 route. Outside release vs press.

R: (#2 Weak) Check protection assignment, run Swing (possible full time)

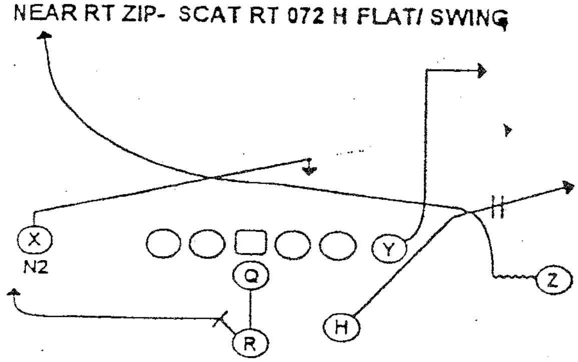
BUNCH RT ZOOM- SCAT X DRAG H FLAT/ SWING



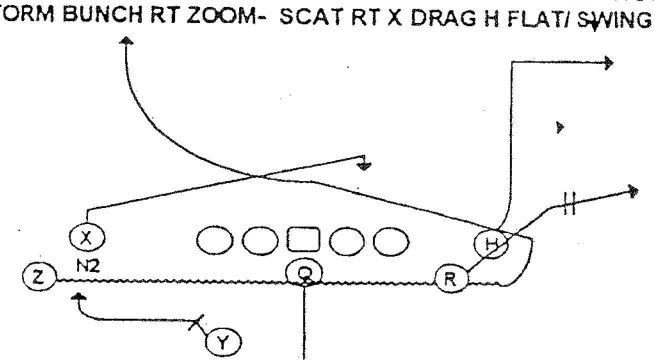
STORM BUNCH RT ZIP- SCAT X DRAG H FLAT/ SWING



NEAR RT ZIP- SCAT RT 072 H FLAT/ SWING



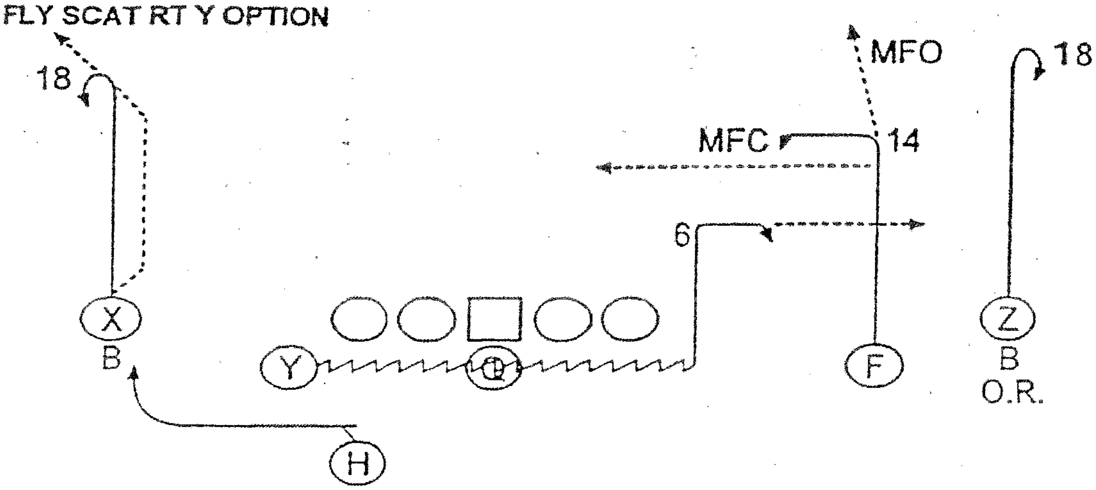
STORM BUNCH RT ZOOM- SCAT RT X DRAG H FLAT/ SWING



QB PROGRESSION / READS	BLITZ ADJUST	PROTECTION
Strongside progression. Control 7 step drop. Work Flat to Corner to Crossing route. You can work on the 7 route if you have the time and come off to the Flat late. Down and Distance can change priority.	W/S: QB- #1 or Flat route strong Strong Dog or Blitz: QB #3 strong- Flat route	Scat **FORMATION / MOVEMENT** Shop to Bunch Rt Z Orbit

Y OPTION

TWINS RT FLY SCAT RT Y OPTION



ASSIGNMENTS

X: 5 ROUTE. READ-IT.

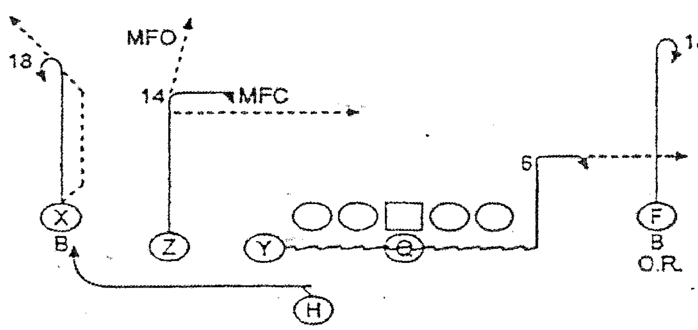
Y: OPTION ROUTE.

Z: 5 ROUTE. MUST OUTSIDE RELEASE.

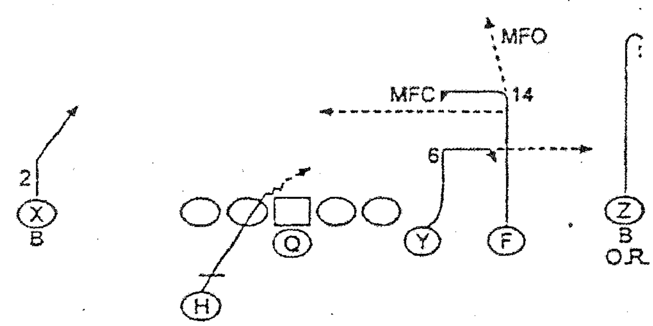
F: 8 ROUTE.

H: CHECK. SWING ROUTE.

FLEX RT FLY SCAT RT Y OPTION



TWINS RTSCAT RT YO YO



NOTES

QB: 5 STEP DROP. Y - F vs M.F.O. Y - Z vs M.F.C.

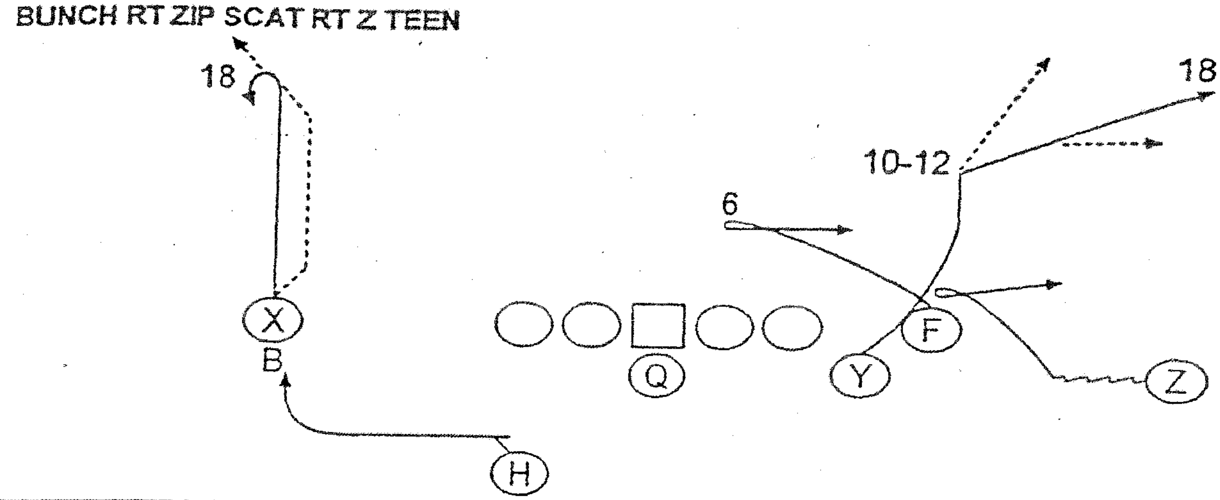
PROTECTIONS

SCAT - LOU/RAY

FORMATIONS-MOVEMEN

FLEX - FLEX FLY - TWINS
- TWINS FLY

Z TEEN



ASSIGNMENTS

X: 5 ROUTE. READ-IT.

Y: 7 ROUTE.

Z: TEEN ROUTE.

F: PIVOT 6 ROUTE.

H: CHECK. SWING ROUTE.

NOTES

QB: 5 STEP DROP. Z - F - Y.

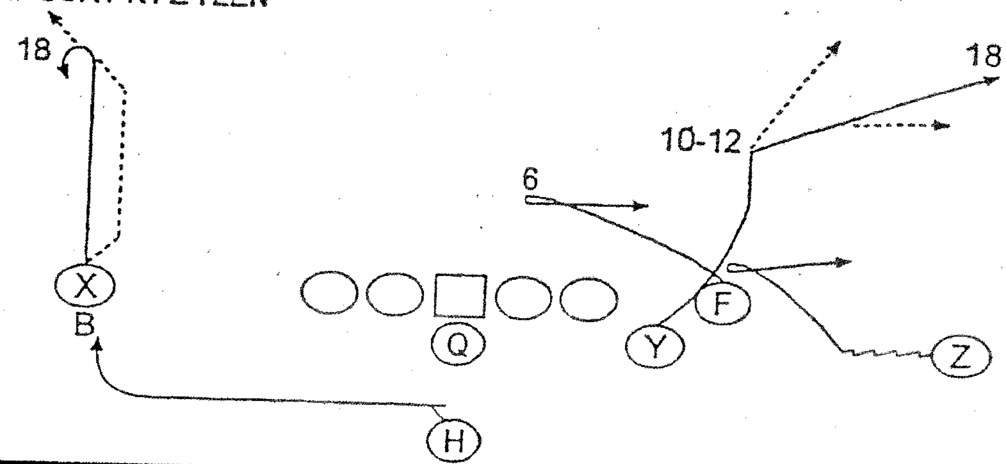
PROTECTIONS

SCAT

FORMATIONS-MOVEMENTS

BUNCH ZIP

BUNCH RT ZIP SCAT RT Z TEEN



ASSIGNMENTS

X: 5 ROUTE. READ-IT.

Y: 7 ROUTE.

Z: TEEN ROUTE.

F: PIVOT 6 ROUTE.

H: CHECK. SWING ROUTE.

NOTES

QB: 5 STEP DROP. Z - F - Y.

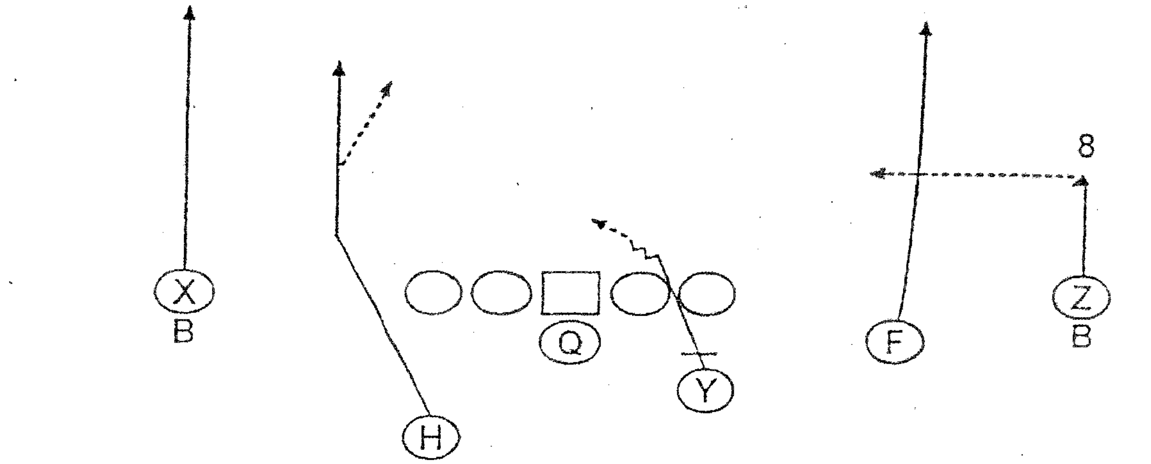
PROTECTIONS

SCAT

FORMATIONS-MOVEMENTS

BUNCH ZIP

TWINS RT LOU 996 H SEAM F DRAG



ASSIGNMENTS

X: 9 ROUTE.

Y: CHECK. DRAG ROUTE.

Z: 8 YARD 6 ROUTE. HUNT-IT ACROSS FIELD.

F: SEAM ROUTE.

H: SEAM ROUTE. HOT. READ M.F.C. or M.F.O.

NOTES

QB: 7 STEP DROP. H - Y - Z.

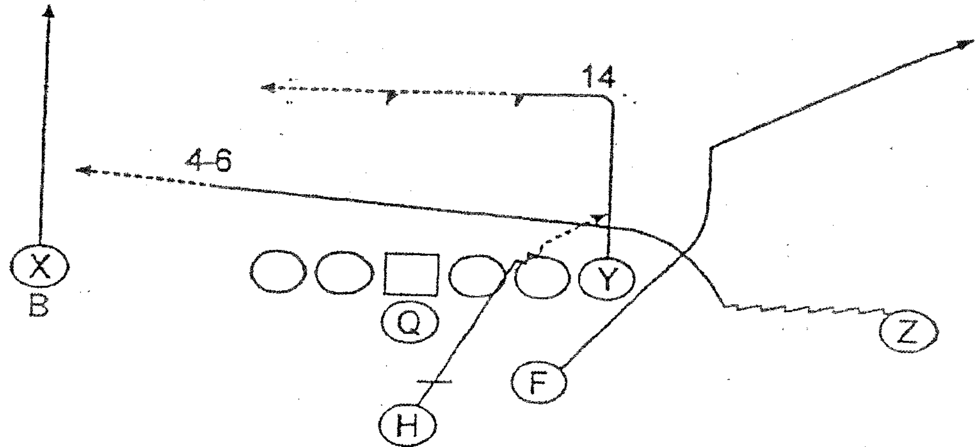
PROTECTIONS

LOU/RAY - SMOKE

FORMATIONS-MOVEMENTS

TWINS

JACK RT ZIP ACE RT 940 F CORNER



ASSIGNMENTS

X: 9 ROUTE.

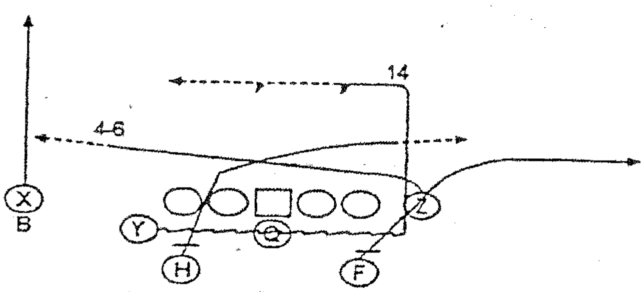
Y: 4 ROUTE.

Z: ZERO ROUTE. READ MAN/ZONE. HOT.

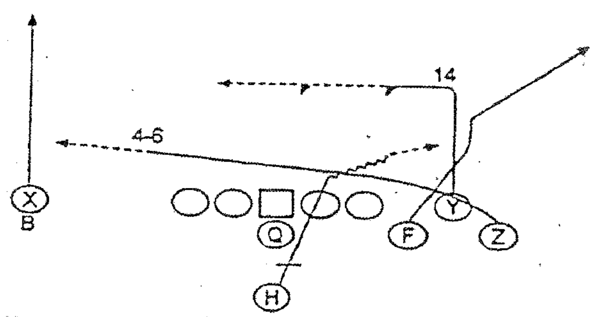
F: CORNER ROUTE.

H: CHECK. STRONGSIDE SNEAK.

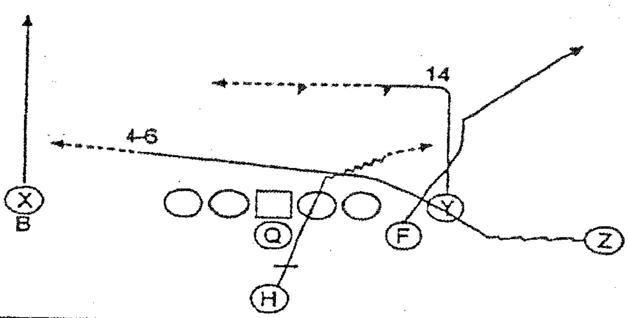
SPLIT RT FLING LIZ 940 RICKY



BUNCH RT ACE RT 940 F CORNER



BUNCH RT ZIP ACE RT 940 F CORNER



NOTES

QB: 7 STEP DROP. Y - Z - H vs ZONE. Z - Y vs MAN.
X BASED ON COVERAGE.

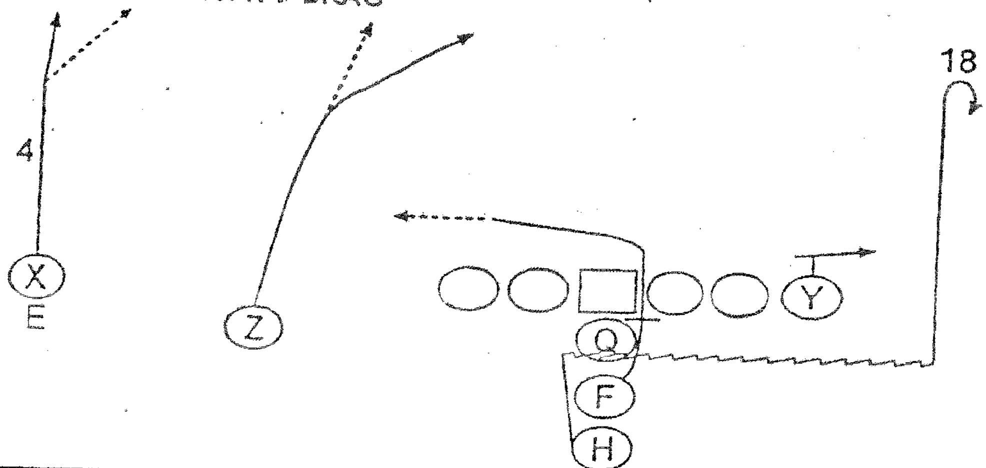
PROTECTIONS

ACE - RIP/LIZ - BRONCO

FORMATIONS-MOVEMENTS

JACK ZIP - SPLIT FLING
- BUNCH - BUNCH ZIP
- JACK FLING

I RT SLOT TOY SLIDE RT 588 RUN IT F DRAG



ASSIGNMENTS

X: 8 RUN-IT.

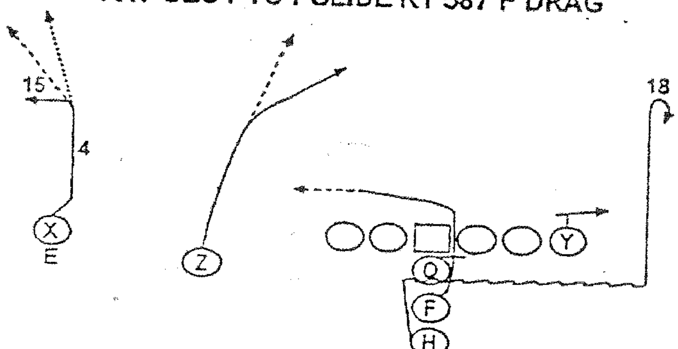
Y: PROTECTION. FLAT ROUTE LATE.

Z: INSIDE CROSSING 8 ROUTE.

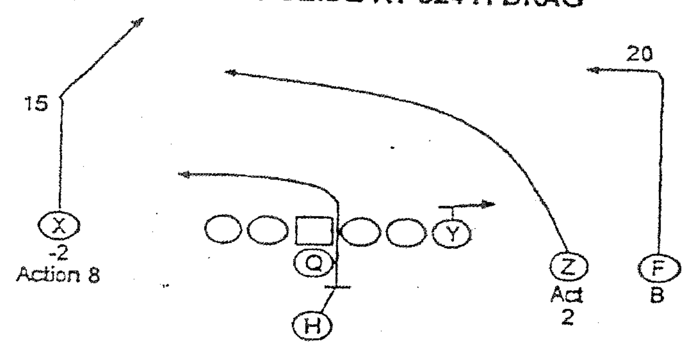
F: CHECK. CHECK DOWN ROUTE.

H: TOY MOTION. 5 ROUTE.

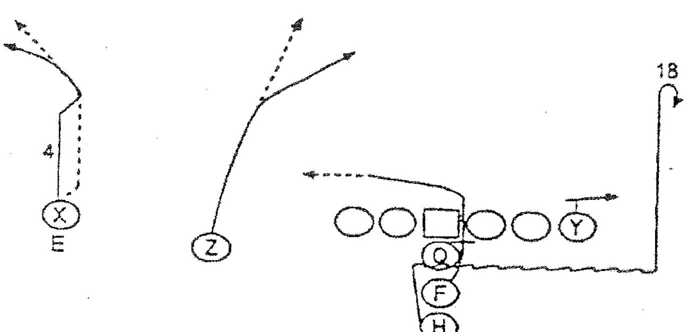
I RT SLOT TOY SLIDE RT 587 F DRAG



TREY RT SLIDE RT 824 H DRAG



I RT SLOT TOY SLIDE RT 587 SHAKE F DRAG



NOTES

QB: 5 STEP DROP. X - F vs ZONE. Z - F vs MAN.

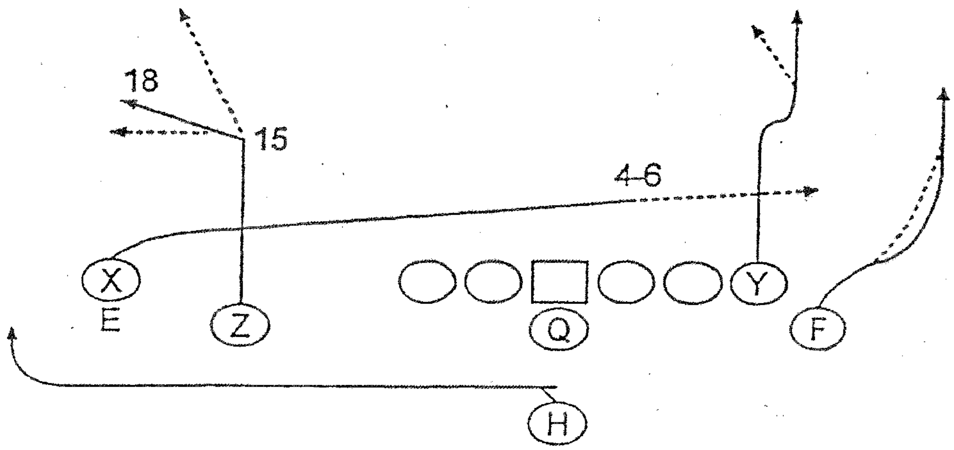
PROTECTIONS

SLIDE

FORMATIONS-MOVEMENTS

I SLOT TOY - TREY - TWINS

FLANK RT SCAT RT 370 F SHOOT / PUMP / SWING



ASSIGNMENTS

X: ZERO ROUTE.

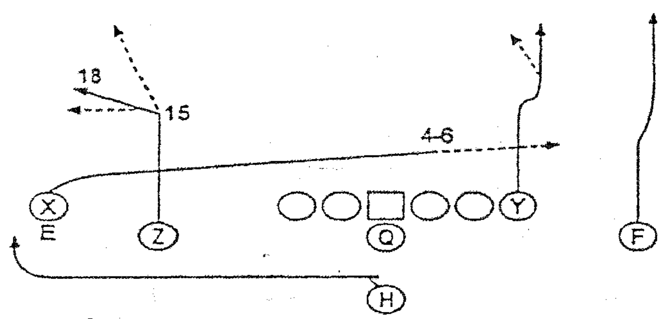
Y: 3 PUMP ROUTE. READ THE MIDDLE. HOT.

Z: 7 ROUTE.

F: SHOOT ROUTE.

H: CHECK. SWING ROUTE.

FLEX RT SCAT RT 370 F SHOOT / PUMP / SWING



NOTES

QB: 7 STEP DROP. KEY NEAREST DEEP DEFENDER.
Y - F - X.

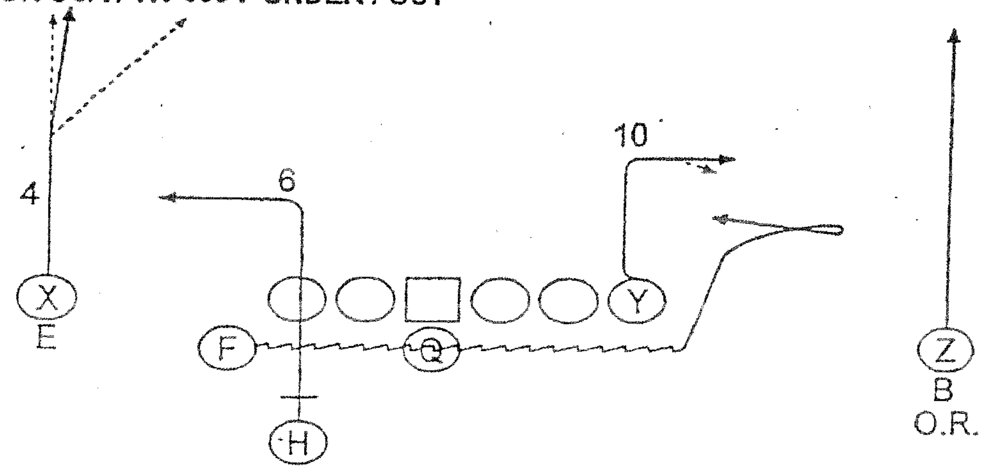
PROTECTIONS

SCAT

FORMATIONS-MOVEMENTS

FLANK - FLEX

TRIPS RT MOTION SCAT RT 839 F UNDER / OUT



ASSIGNMENTS

X: 8 ROUTE.

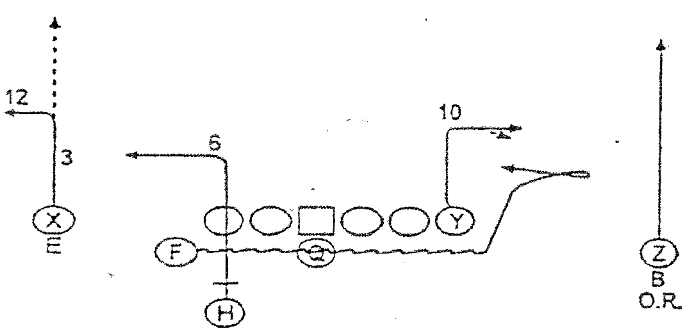
Y: 10 YARD 3 ROUTE.

Z: 9 ROUTE. HOT.

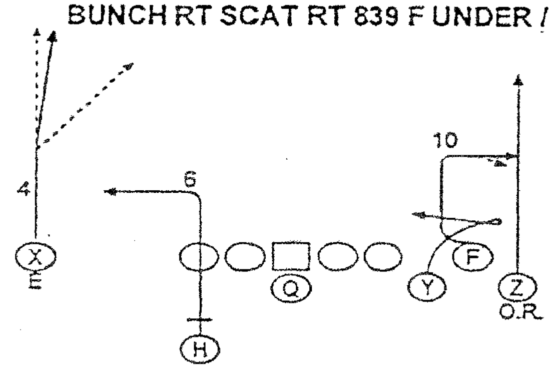
F: UNDER ROUTE.

H: CHECK. OUT ROUTE.

TRIPS RT MOTION SCAT RT 339 F UNDER / OUT



BUNCH RT SCAT RT 839 F UNDER / OUT



NOTES

QB: 7 STEP DROP. F - Y - H. X BASED ON COVERAGE.

PROTECTIONS

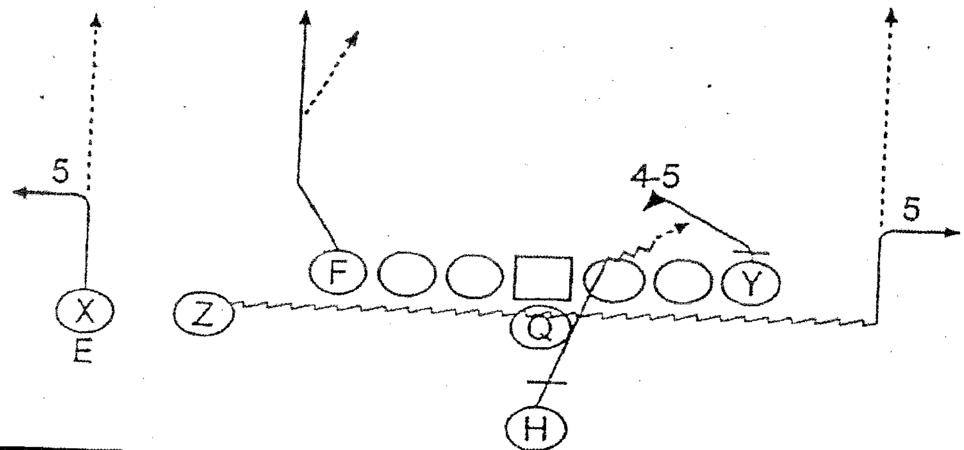
SCAT

FORMATIONS-MOVEMENTS

TRIPS - TRIPS MOTION
- BUNCH - BUNCH FLY

363 F SEAM

DEUCE RT ZOOM QUICK ACE RT 363 F SEAM



ASSIGNMENTS

X: QUICK 3 ROUTE.

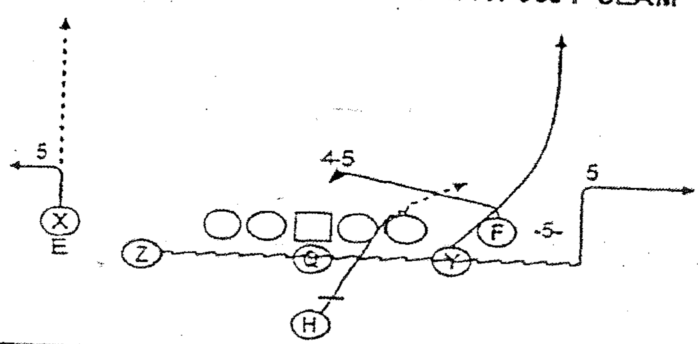
Y: SHORT 6 ROUTE.

Z: QUICK 3 ROUTE.

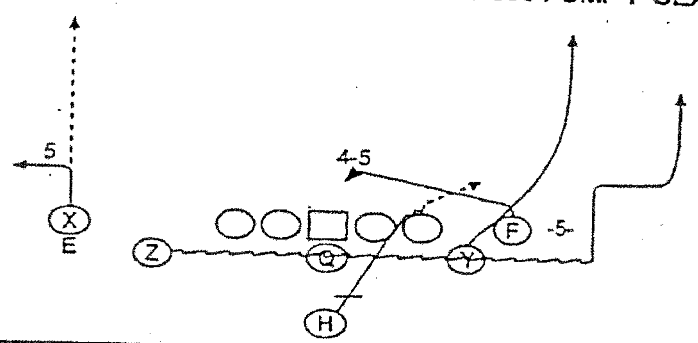
F: SEAM ROUTE.

H: CHECK. STRONGSIDE SNEAK.

BUNCH RT ZOOM QUICK ACE RT 363 F SEAM



BUNCH RT ZOOM QUICK ACE RT 363 PUMP F SEAM



NOTES

QB: 3 STEP DROP to X or Z. QUICK 5 to Z IN ZOOM. CHOICE or X or Z. Y - H as CHECKDOWN.

PROTECTIONS

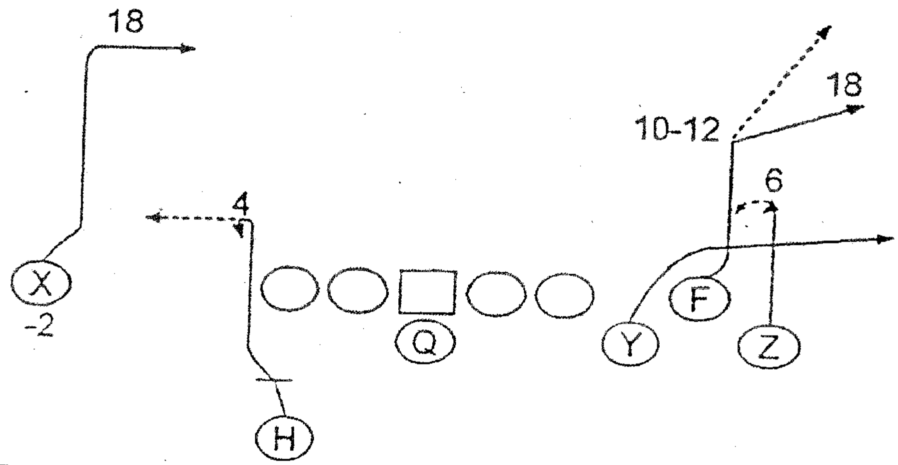
QUICK ACE

FORMATIONS-MOVEMENTS

DEUCE ZOOM - FIT DEUCE ZOOM - BUNCH ZOOM

71 F FLAT

BUNCH RT SCAT RT 71 F FLAT



ASSIGNMENTS

X: SEAM 4 ROUTE.

Y: FLAT ROUTE. HOT.

Z: 1 ROUTE. RUN-IT.

F: 7 ROUTE.

H: CHECK. HOOK ROUTE.

NOTES

QB: 5 STEP DROP. Y - Z - F. X - H vs STRONG CLOUD.

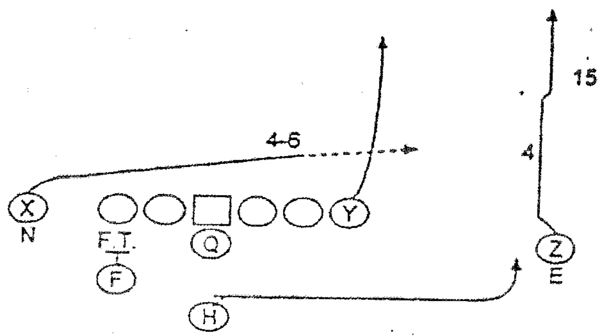
PROTECTIONS

SCAT - ACE

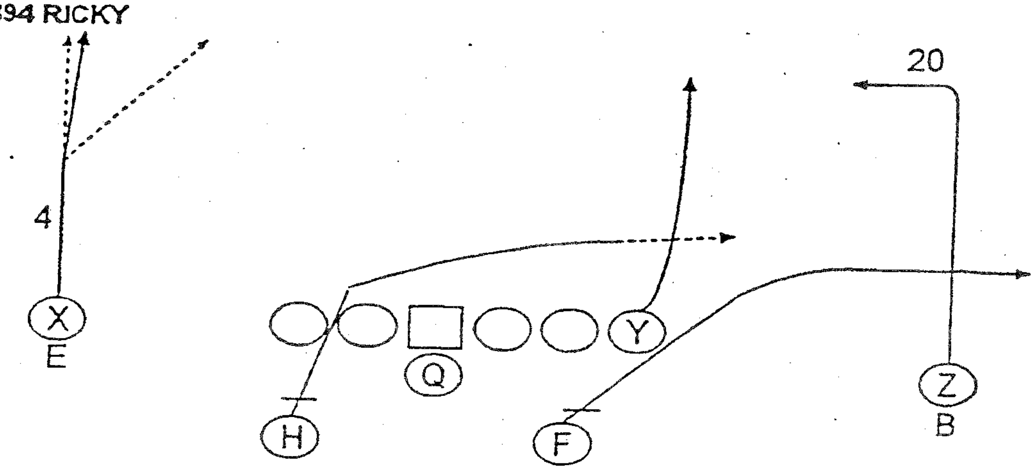
FORMATIONS-MOVEMENTS

BUNCH - BUNCH ZIP
- BUNCH ZOOM

QUEEN RT RIP 097 PUMP



SPLIT RT LIZ 894 RICKY



ASSIGNMENTS

X: 8 ROUTE.

Y: CLEARING 9 ROUTE.

Z: 4 ROUTE.

F: CHECK. FLAT ROUTE.

H: CHECK. SNEAK.

NOTES

QB: 7 STEP DROP. X BASED ON COVERAGE. Z - H - F.

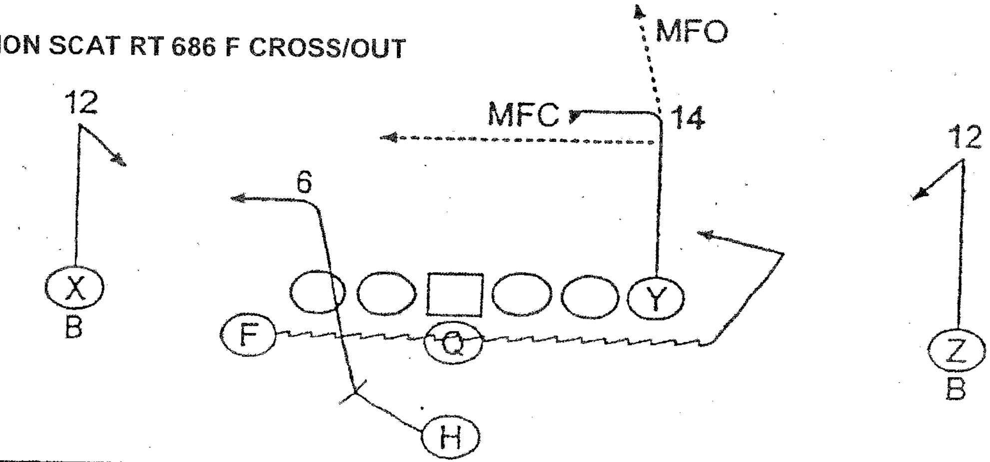
PROTECTIONS

RIP/LIZ - ACE

FORMATIONS-MOVEMENTS

SPLIT - JACK - TRIPS

TRIPS RT MOTION SCAT RT 686 F CROSS/OUT



ASSIGNMENTS

X: 6 ROUTE.

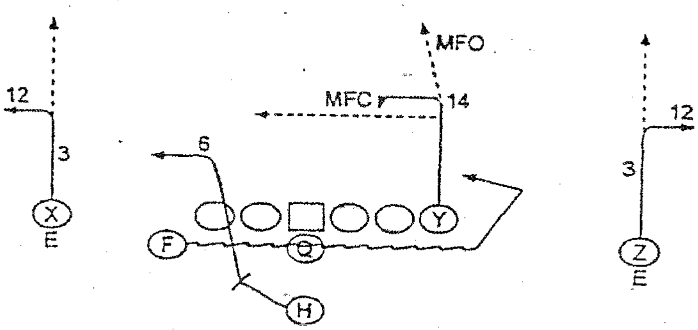
Y: 8 ROUTE. HOT.

Z: 6 ROUTE.

F: CROSS ROUTE. HOT.

H: CHECK. OUT ROUTE.

TRIPS RT MOTION SCAT RT 383 F CROSS / OUT



NOTES

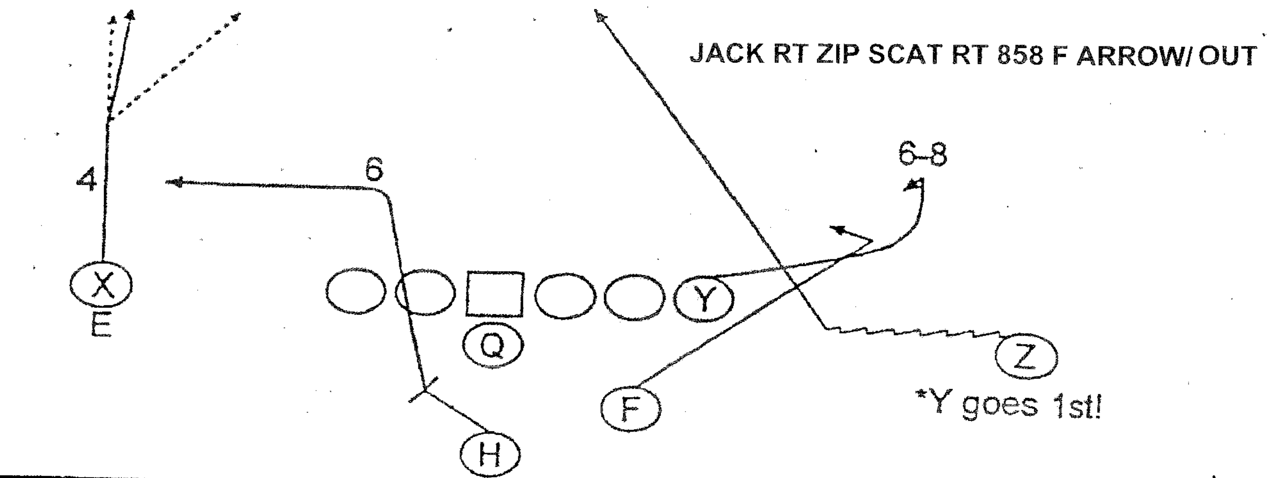
QB: 5 STEP DROP. F - Y vs M.F.O. F - Z vs M.F.C.

PROTECTIONS

SCAT

FORMATIONS-MOVEMENTS

TRIPS MOTION - JACK
- SPLIT



ASSIGNMENTS

X: 8 ROUTE.

Y: 5 ROUTE.

Z: CROSSING 8 ROUTE. HOT.

F: ARROW ROUTE. HOT.

H: CHECK. OUT ROUTE.

NOTES

QB: RED ZONE ONLY. 5 STEP DROP. Z - F - Y.

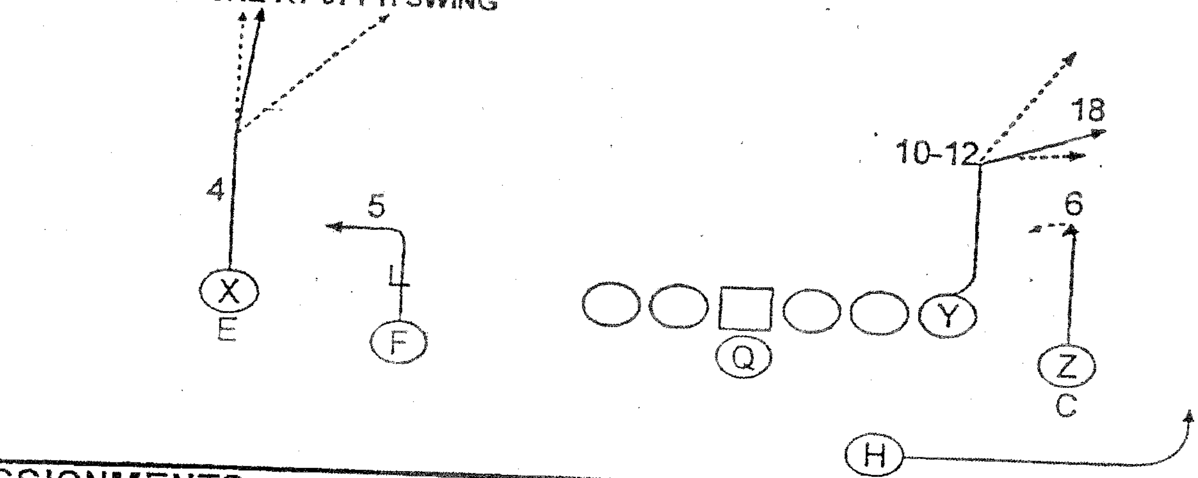
PROTECTIONS

SCAT

FORMATIONS-MOVEMENTS

BUNCH ZIP - JACK ZIP
- JACK FLING

DOUBLE RT GONE RT 871 H SWING



ASSIGNMENTS

X: 8 ROUTE.

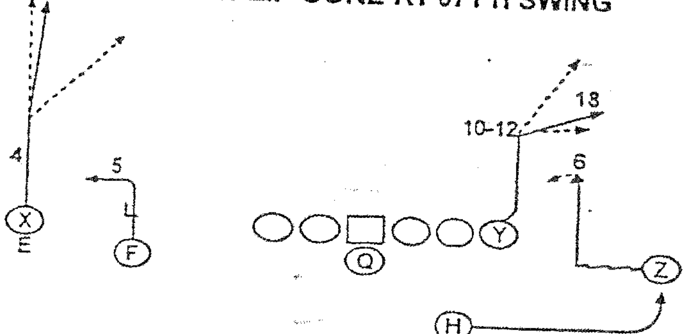
Y: 3 ROUTE.

Z: 1 ROUTE. NO CONVERSION.

F: FLAT ROUTE / QUICK 3 ROUTE. HOT.

H: SWING ROUTE. HOT.

DOUBLE RT ZIP GONE RT 871 H SWING



NOTES

QB: 5 STEP DROP. Z - H - Y.

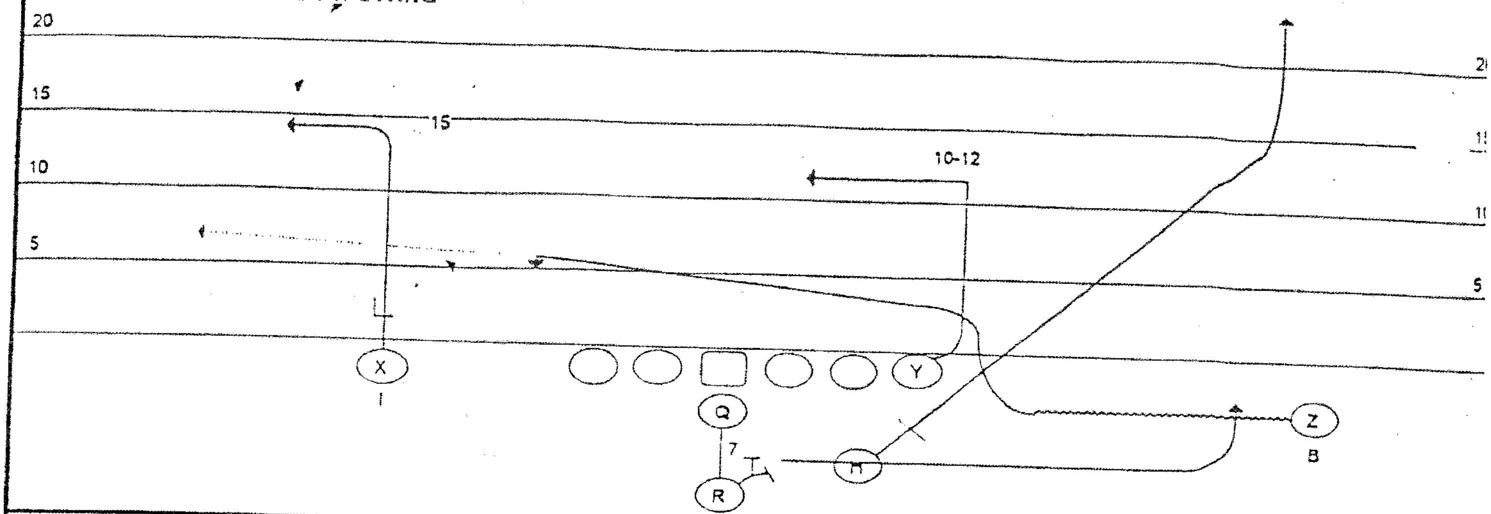
PROTECTIONS

GONE

FORMATIONS-MOVEMENTS

DOUBLE - DOUBLE ZIP

NEAR RT ZIP- 760 H SHOOT/ SWING



ASSIGNMENTS

X: (#1 Weak)Run 7 route.Sight adjust off #4. Inside alignment.

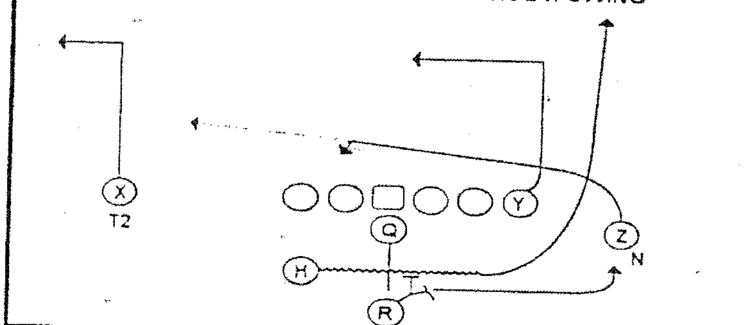
Y: (#2 Strong) Run 6 route at 10-12 yards. Outside release.

Z: (#1 Strong) Run 0 route. In zone settle between the Hooks. Vs M/M, run away.

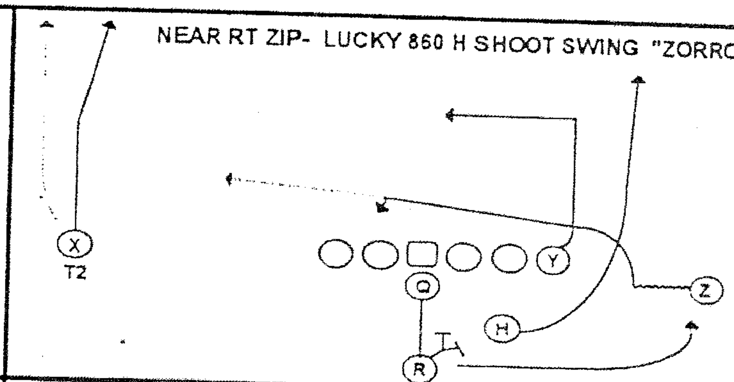
H: (#3 Strong) Check, run Wheel.

R: (#4 Strong) Check protection assignment, run swing.

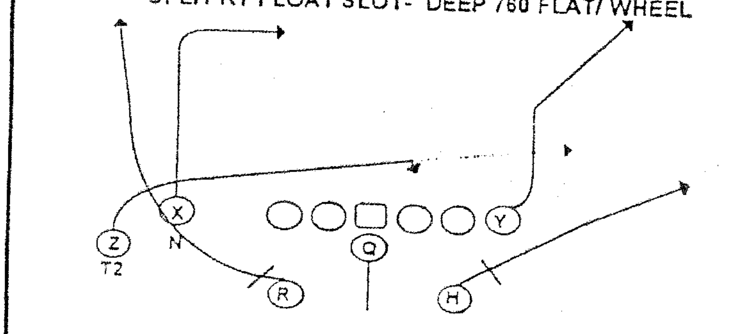
FAR MOTION- LEE 360 H SHOOT/ SWING



NEAR RT ZIP- LUCKY 860 H SHOOT SWING "ZORRO"



SPLIT RT FLOAT SLOT- DEEP 760 FLAT/ WHEEL



QB PROGRESSION / READS

Quick 7 step drop if LB on H is in M/M. If so, the H is the 1st read, otherwise go to Z to Y. If X is singled, he is the priority.

BLITZ ADJUST

W/S:
QB - #1 Weak

Strong Dog or Blitz:
Lucky will pick it up
Lee, QB $& #1 strong

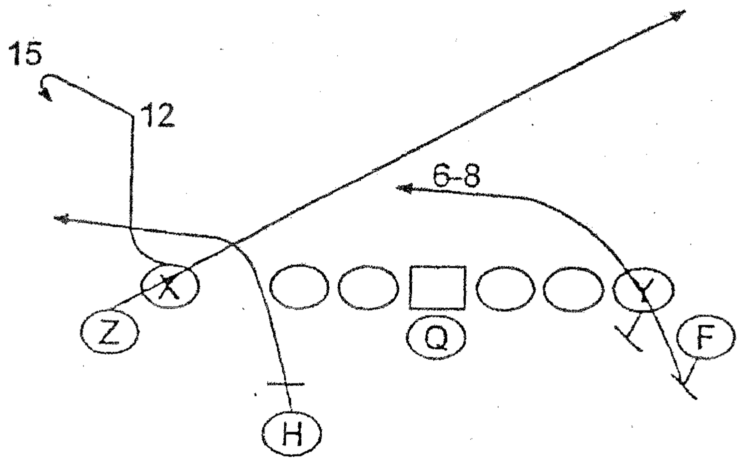
PROTECTION

Lou/ Ron
Lucky/ Ricky

FORMATION / MOVEMENT

Trade Ox
TwinsTrips Zip

FLOAT RT OTTO LT 078 STOP H FLAT



ASSIGNMENTS

X: 7 STOP ROUTE.

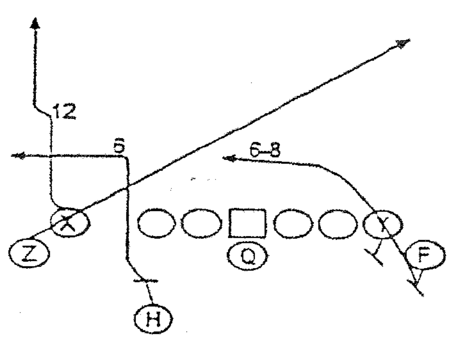
Y: PROTECTION.

Z: CROSSING 8 ROUTE.

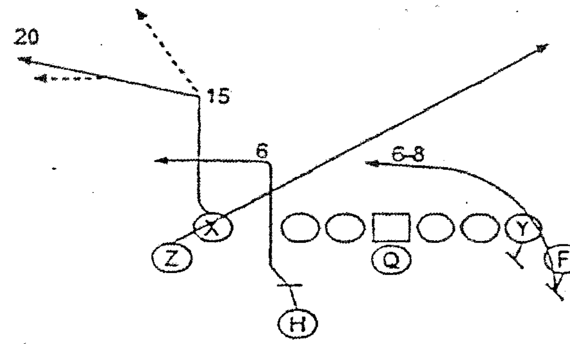
F: CHECK. DEEP ZERO ROUTE.

H: CHECK. FLAT ROUTE.

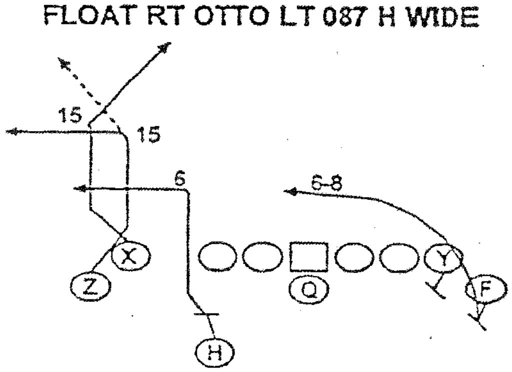
FLOAT RT OTTO LT 078 PUMP H WIDE



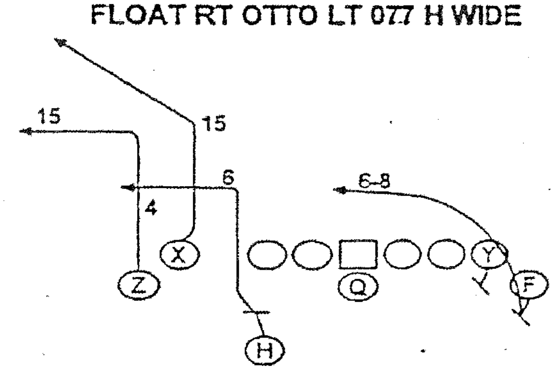
FLOAT RT OTTO LT 078 H WIDE



FLOAT RT OTTO LT 087 H WIDE



FLOAT RT OTTO LT 077 H WIDE



NOTES

QB: 7 STEP DROP. X - H - F. Z vs PRESS MAN.

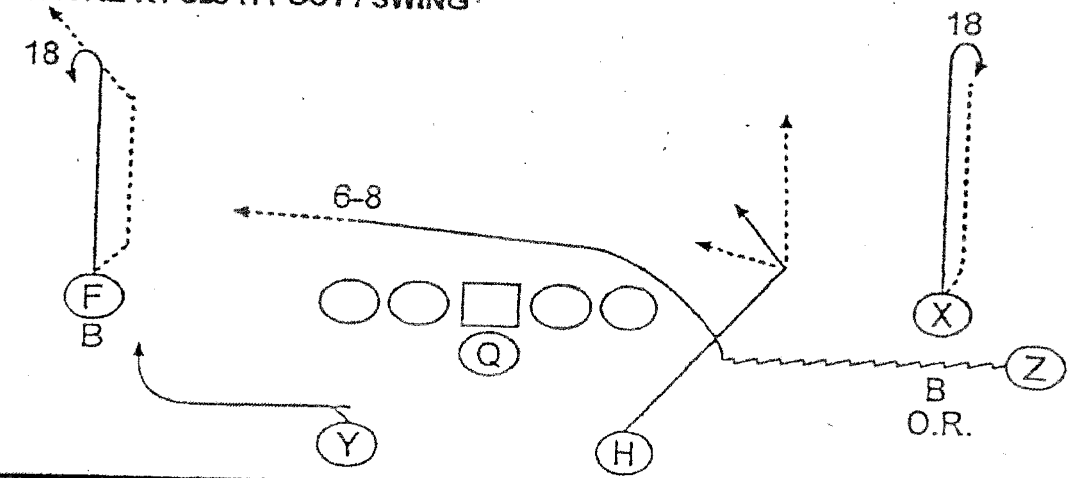
PROTECTIONS

OTTO

FORMATIONS-MOVEMENTS

FLOAT - FLOAT ZIP

FLEX LT ZIP SMOKE RT 525 H POST / SWING



ASSIGNMENTS

X: 5 ROUTE. RUN-IT.

Y: CHECK. SWING ROUTE.

Z: 2 ROUTE. HOT.

F: 5 ROUTE. READ-IT.

H: POST ROUTE. HOT.

NOTES

QB: 5 STEP DROP. H - Z - F.

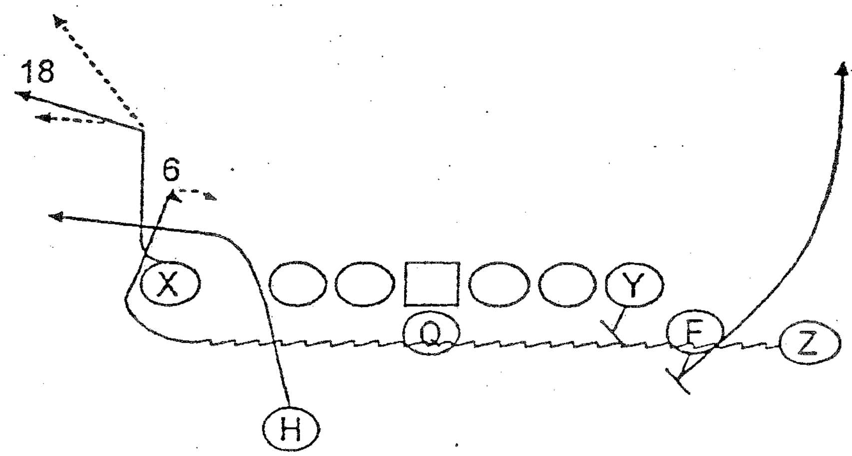
PROTECTIONS

SMOKE - LOU/RAY

FORMATIONS-MOVEMENTS

FLEX ZIP

FLOAT RT ZOOM SCRAM LT 71 H FLAT



ASSIGNMENTS

X: 7 ROUTE. MUST OUTSIDE RELEASE.

Y: PROTECTION.

Z: 1 ROUTE. RUN-IT.

F: CHECK. SEAM ROUTE.

H: FLAT ROUTE. HOT.

NOTES

QB: 5 STEP DROP. H - Z. X vs PRESS MAN.

PROTECTIONS

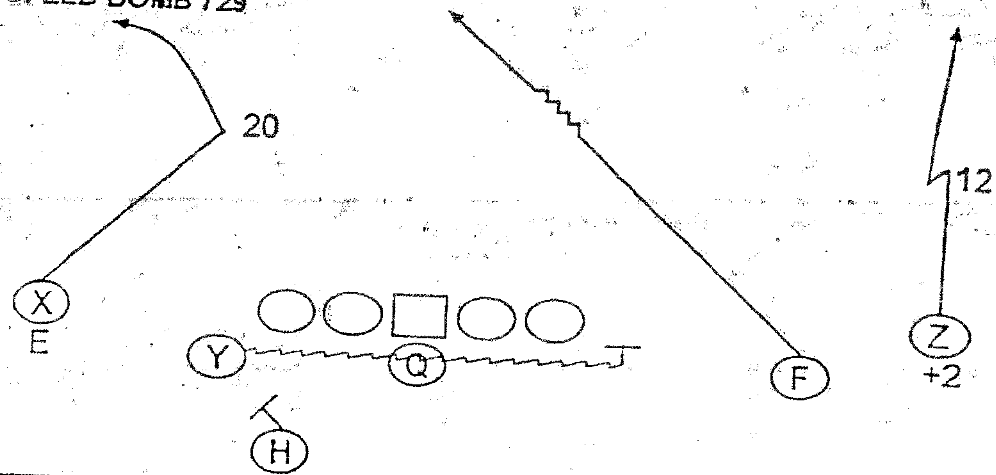
SCRAM

FORMATIONS-MOVEMENTS

FLOAT - FLOAT ZIP/ZOOM

BOMB 729

TWINS RT FLY SPEED BOMB 729



ASSIGNMENTS

X: DEEP 7 ROUTE. BLUFF CROSSING 8. BREAK ON 7 AT THE HASH 20 YDS DEEP. ADJUST ANGLE.

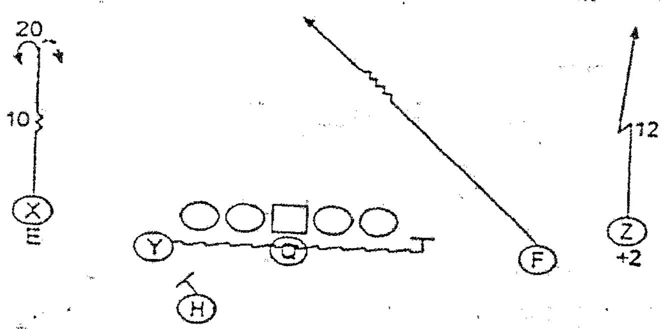
Y: PROTECTION.

Z: 9 PUMP ROUTE.

F: CROSSING 8 PUMP ROUTE.

H: PROTECTION.

TWINS RT FLY SPEED BOMB 529 PUMP



NOTES

QB: SPEED COURSE. SET-UP 8 YDS DEEP ON HASH.
X - F.

PROTECTIONS

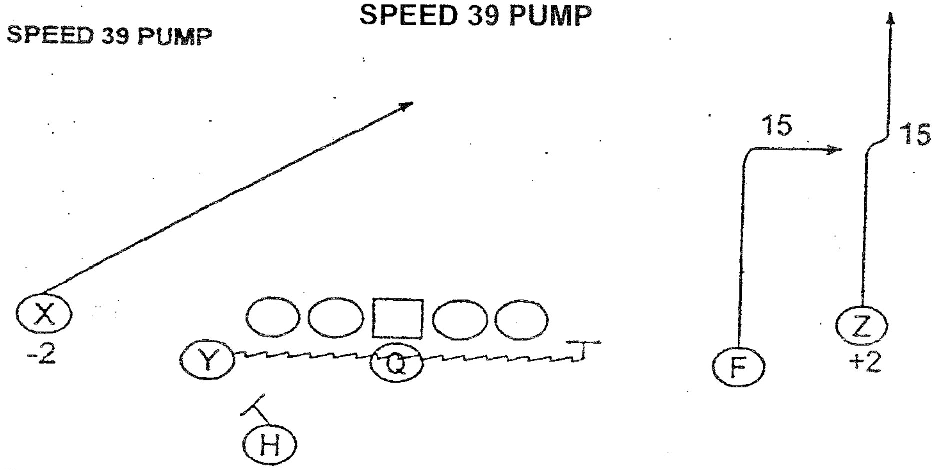
SPEED

FORMATIONS-MOVEMENTS

TWINS FLY

TWINS RT FLY SPEED 39 PUMP

SPEED 39 PUMP



ASSIGNMENTS

X: CROSSING 8 ROUTE.

Y: PROTECTION.

Z: DEEP 9 PUMP ROUTE.

F: 15 YARD 3 ROUTE.

H: PROTECTION.

NOTES

QB: SPEED COURSE. PULL-UP OUTSIDE HASH 8-10 YARD DEEP. PUMP 3 ROUTE ON THE RUN - HIT 9 PUMP. TAKE 3 ROUTE IF OPEN.

PROTECTIONS

SPEED

FORMATIONS-MOVEMENTS

TWINS FLY

RED BALL (2 Minute)

The QB will initiate Red Ball by calling a play in the huddle and pre-empt the call by saying, "Go to Red Ball."

The receivers will always line up in the previous formation. The QB will call out "Red Ball" if he wants to stay in Red Ball. He will make a huddle signal with his hands and call "Huddle" if he wants to huddle.

The QB will make a protection call by calling odd or even. Odd or even is automatically Bronco Left (odd) or Bronco Right (even). If any other protection is used, the protection will be proceeded by a directional call (odd or even). For example, "Scat even, scat even," indicates Scat Right. The protection will be called twice in the cadence and will include the play itself. The last 2 digits of the normal play call will identify the play. For example: "Even 44, Even 44," would mean Bronco Right 844 Ricky. "Scat Even 25, Scat Even 25" would mean Scat Right 525 F-Post/SW. The snap count is always second sound, "Set – hut," after the play called. The whole call at the line would be something like this:

"Even 85, Even 85, Set – Hut." (Bronco Right 585)

Buzz words may replace some numbers to identify plays. Runs are called by using buzz words preceded by Even or Odd. For example:

"Even Post, Even Post" (60 Post)

In order to stop the clock or "kill it", the QB will call "61, 61." The receivers must get into any convenient legal formation as fast as possible. Offensive line gets lined up as quickly as possible. The ball is snapped on the first sound after the second "61."

Red Ball Menu:

Bronco: (Even, Odd)
- 844 Lucky/Ricky (44)
- 585 F-Flat/SW (85)
- 989 F-Rub/Sneak (89)
- 686 Pump F-Rub/Sneak (86)
- Sm 478 F-Flat/Hook (78)
- 383 F-Flat/Sneak (83)

5. TWO MINUTE WARNING.

6. REFEREE STOPS PLAY BECAUSE OF CROWD NOISE (25 SECOND CLOCK STARTS ON READY FOR PLAY).

7. TEAM TIME OUT.

THE CLOCK STOPS BUT STARTS ON REF'S READY FOR PLAY SIGNAL:

1. ANY OFFICIAL'S TIME OUT (AFTER A REFEREE'S TIME OUT, THE GAME CLOCK IS STARTED WITH THE REFEREE'S WHISTLE IF THE CLOCK WAS RUNNING).

2. QB SACKED WHILE ATTEMPTING TO PASS (5 SECOND DELAY).

3. INJURED PLAYER REMOVED FROM THE GAME (CHARGED TIME OUT INSIDE TWO MINUTE WARNING – IF NO TIME OUTS LEFT AND CLOCK WAS RUNNING, 10 SECOND RUNOFF).

4. PENALTY DURING THE LAST TWO MINUTES WHEN FOUL OCCURRED WITH CLOCK RUNNING (10 SECOND RUNOFF).

QB 2 MINUTE REMINDERS

1. Avoid a sack whenever possible. Get rid of the ball! If a sack occurs, check sideline for huddle call. We may change to a 4 minute mode based on field position before the half.

2. Remember, you only have to complete one of four passes to keep a drive going.

3. Once we are down to one time out the QB will use it in one of the following situations:

   A. 4th down regardless of time on the clock.

   B. Once we are inside 20 seconds, regardless of the down & distance, and we need a TD to win. The receiver or RB with the ball at the whistle is responsible for calling time out.

   C. At 5 seconds when we need a field goal to win and we are within range.